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winter '94

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NOVEMBER 1994 VOLUME 66

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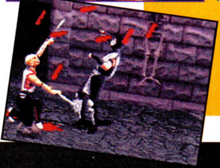

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Secret of Mana is an outstanding game! I'm glad you have given extended coverage to that game. When I first played it, I thought it was like a cross between A Link to the Past and Final Fantasy II. The fighting and moving about resembles Link, and the hit/magic points, multiple characters playing at once, the large, mysterious world and how the hero is banned from his home all resemble Cecil and his game. With this coverage, people who are having trouble getting to the Mana Fortress can see what's ahead and have something to look forward to. Players can also see the types of weapons and their strengths against enemies, too. Secret of Mana is a VERY challenging game and I think it is worthy of a strategy guide.

ANDREW B. HOLBROOK
NORFOLK, VA

I really love the expanded coverage on Secret of Mana! It's well-written and the illustrations are top-notch! I have only one regret though, and that's spending 15 bucks on the official strategy guide. I've enclosed the actual receipt as proof of my stupidity. I don't need it any more. What I'm really trying to say is: Your coverage is just as informative, even a thousand times better!

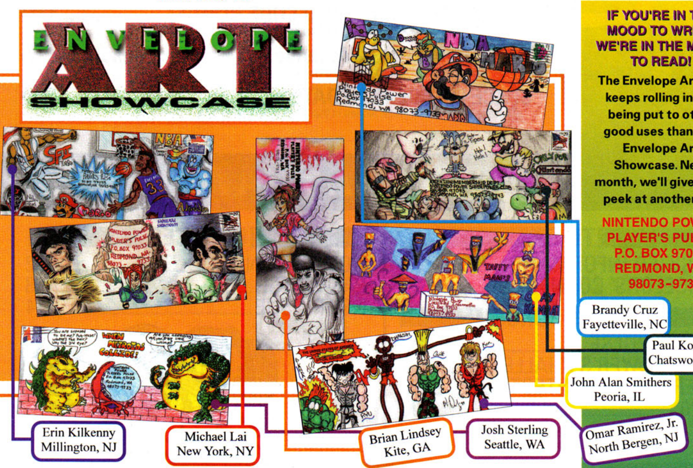
STEVEN MASENHEIMER
YORK, PA

I fully DISAGREE with your editorial comment regarding how we should be enjoying your expanded coverage of Secret of Mana! What coverage??? All you did was tell the story. You didn't give any help at all with the exception of giving some information on three weapons. What ever happened to dungeon maps (in this case, palaces) or maps of the overworld, etc? The Secret of Mana coverage, while nicely laid out, is very disappointing.

PEGGY STONE
GARDEN GROVE, CA

One of our main goals when we decided to give extra coverage to RPG's was to turn readers on to the fact that RPG's are cool! In Japan, RPG's are the best-selling games, but here, they fit into a "niche" market. Many great RPG's have recently been released and many more are on the way. Final Fantasy III should please just about every RPG fan. Even though our Secret of Mana coverage was not totally revealing, we wanted to show our support for the game and the RPG genre by covering the game in more detail than a "normal" game review would.

ENVELOPE ART SHOWCASE



IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

The Envelope Art just keeps rolling in! It's being put to other good uses than just Envelope Art Showcase. Next month, we'll give you a peek at another use.

NINTENDO POWER
PLAYER'S PULSE
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Recently, I was trying to get our seven year old son up to come to breakfast and get ready for school. I sat on his bed and told him that his breakfast was getting cold and he needed to get out of bed. He replied with his eyes still closed, "I want to finish looking at my dream." I asked him what he was dreaming about. He said, "Super Nintendo." I told him to turn it off and come to breakfast. He answered with his eyes still closed, "OK. In just a minute. I've just got two lives left."

GERALD W. HAKE
RICHMOND, VA

I will be moving to New Mexico around the 15th of July. My best friend, Cayce Munson, gave me a going away present the night before he left on a trip. Cayce said he'd leave my present on my doorstep before he left at 5:00 a.m. I woke up to find his newest Super NES game, Secret of Mana, at my feet. He didn't even beat the game! He had four different quests–each named as part of a sentence. The names were "I", "Will", "Miss", "You". Thank you, Cayce.

JESSICA RYAN
SOCORRO, NM

Jonathan Robbins took Nintendo Power all the way from his Hendersonville, Tennessee home to the Mayan pyramids at Chichen Itza in Mexico. Cool!

1993 NINTENDO POWER AWARDS
CONTEST WINNER!

Maureen Witkowski, from Guilford, Connecticut was the Grand Prize scammer of our Player's Poll Contest from Volume 58. Maureen was especially lucky because year after year, the Nintendo Power Awards consistently draw more entries than any other Player's Poll! Twenty-five Super NES games of her choice was the prize and we must say that Maureen has excellent taste in games! Mega Man X, Mortal Kombat, StarFox, Secret of Mana, SF II Turbo, Aladdin, Super Star Wars and The Magical Quest were just some of her game selections.

Check it out! It's the house that the Super NES built!

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EXPOSED

INSIDE COVERAGE OF THIS YEAR'S HOTTEST SUPER N

DONKEY KON COUNTRY®

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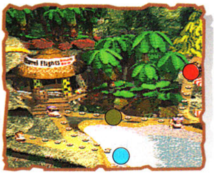
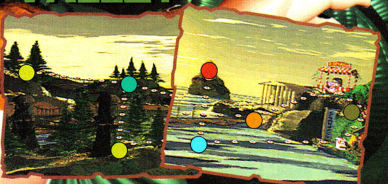
You've been reading about DK's most outrageous adventure for a while, so now it's time to get down to the nitty-gritty and start talkin' strategies! The following pages are a small sampling of the areas that DK and Diddy will encounter.

1 KONGO JUNGLE

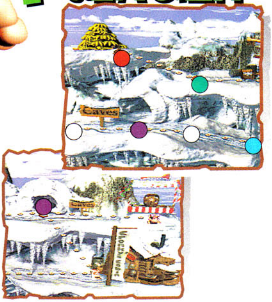


2 MONKEY MINES

3 VINE VALLEY



4 GORILLA GLACIER



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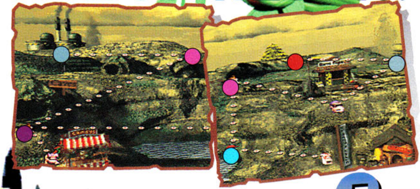
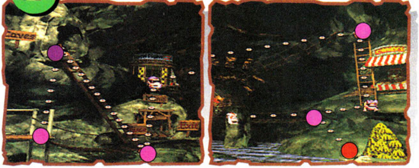


6 CHIMP CAVERNS



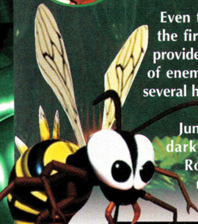
7 GANG-PLANK GALLEON

ISLAND AREAS

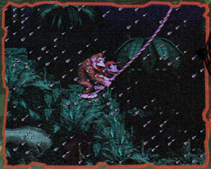
This key lets you know what types of areas to expect while you try to re-establish your banana hoard and rid the island of King K. Rool and his evil band of Kremlings.

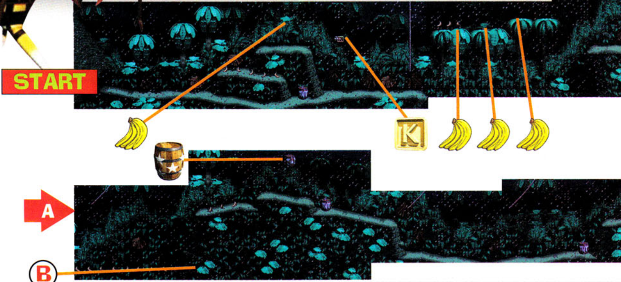
● JUNGLE ● TEMPLE ● FOREST ● CAVES
○ SNOW ● FACTORY ● UNDERWATER
● TREETOPS ● MINE ● BOSS

Ropey Rampage

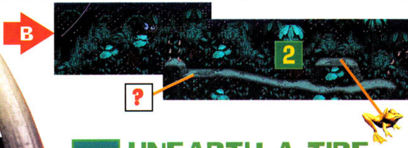


Even though Ropey Rampage isn't the first stage in the game, it does provide us with a great cross-section of enemies and obstacles as well as several hidden Items. When you finish the first area in the game, Jungle Hijinxs, the setting turns dark and it continues over into Ropey Rampage, but now it's raining! The sun does come out again.

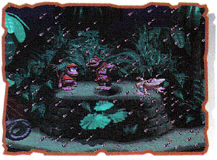




ICONS
K ...... GOLDEN LETTER
B ...... TO BONUS AREA
? ...... HIDDEN ITEMS



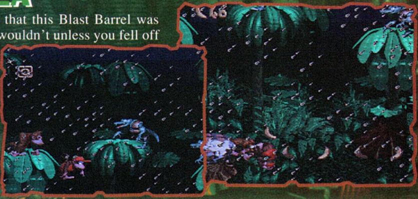
2 UNEARTH A TIRE FOR A BOOST

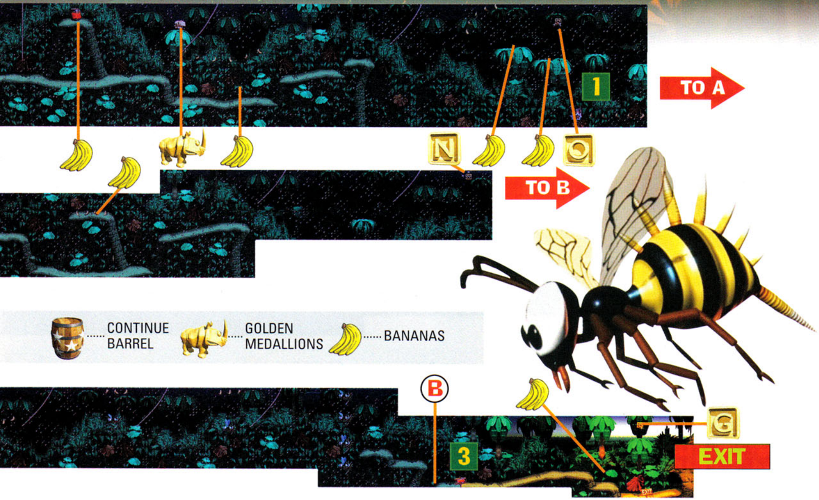


There are a few ways to unearth a tire from this area. When you let go of the vine just before it, jump over the six bananas and land on the fragile ground. Roll the tire to the right and use it to gain altitude. Or, if you have Diddy, you can jump up on to the next tree and then jump down to the fragile ground that holds a Winky Medallion.

1 LEAP OF FAITH GETS YOU TO BONUS AREA

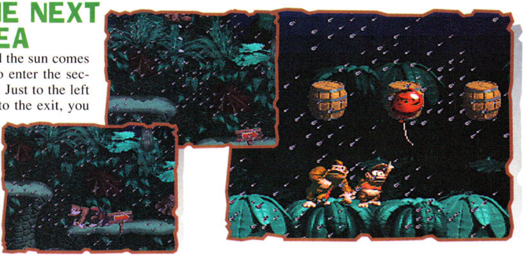
How would you even know that this Blast Barrel was located here? You probably wouldn't unless you fell off of a tree and saw it on your way down. The barrel shoots you horizontally through the far wall. A much easier solution for finding one of the elusive Ropey Rampage Bonus Areas is to check our map. Pick up a load of bananas and the Golden Letter N in the Bonus Area.





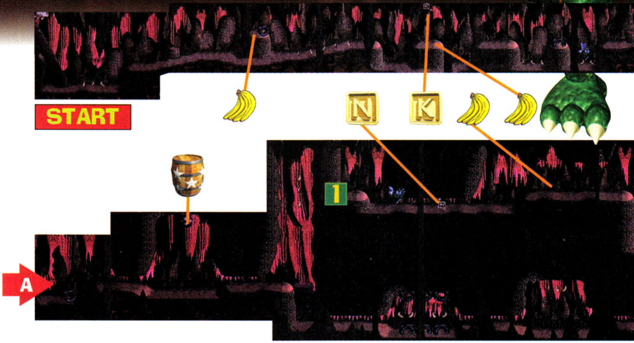
3 FINDING THE NEXT BONUS AREA

Just before the rain dies down and the sun comes out, you will have your chance to enter the second Ropey Rampage Bonus Area. Just to the left of the arrow that points the way to the exit, you will see a gap between two ledges. If you stand on the right ledge, you'll just be able to see part of a barrel. Simply fall into the gap and into the barrel. It's a Blast Barrel that puts you into a 1-Up Balloon guessing game.

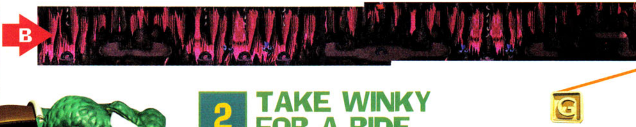


Bouncy Bonanza

Appropriately named, Bouncy Bonanza will keep DK and Diddy hopping all the way through the cavernous stage. Both stationary and moveable tires are plentiful here. It's important to roll moveable tires into locations that are advantageous to you. Zingers approach rapidly from the sides.



ICONS K ...... GOLDEN LETTER B ...... TO BONUS AREA ...... CONTINUE BARREL ...... BANANAS

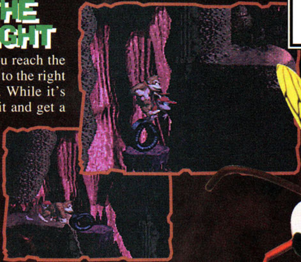


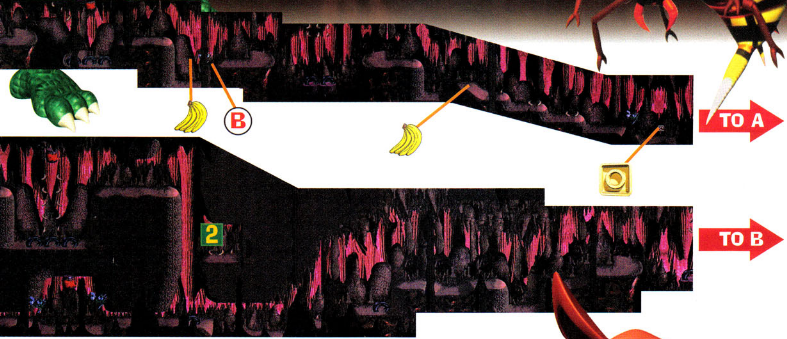
2 TAKE WINKY FOR A RIDE

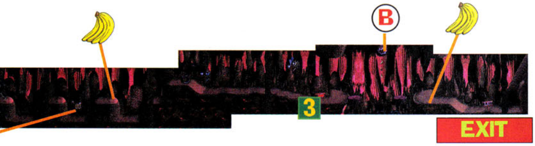
When you drop down after taking the high route through the mid-section of Bouncy Bonanza, enter the door on your right. Winky will be waiting patiently in a crate. Bust him out! Winky's amphibious hyde is tough. He can take out Zingers with one bounce! See how high you make Winky jump.

1 ROLL THE TIRE RIGHT

Use the tire that helped you reach the Continue Barrel and roll it to the right onto the moving platform. While it's on the platform, jump on it and get a boost to the upper level. You'll find the Golden Letter N along the upper path. Other than that, there's no reason that the upper path is better to take.

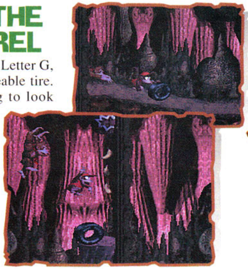






3 GET UP TO THE BLAST BARREL

Just after you come across the Golden Letter G, you'll also come across another moveable tire. It's just kind of sitting there trying to look inconspicuous. Obviously, you've gotta do something with it! Roll it over to the right, avoiding the Zinger, and carefully roll it onto the horizontally-moving platform in the chasm. You can then use its rubbery qualities to bounce you up and into the Blast Barrel that will take you to a Bonus Area.

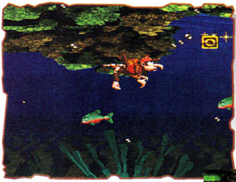


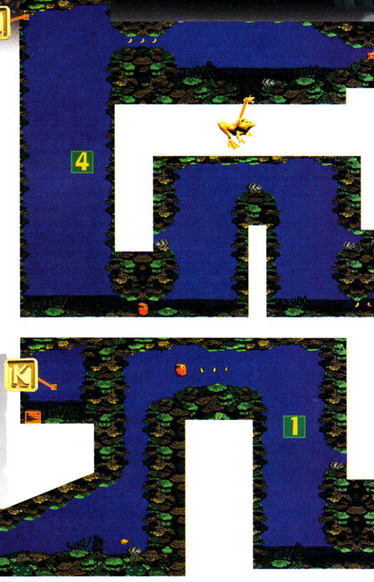
Clam City

It's another watery test for the dynamic (and hairy) duo of DK and Diddy! You may think that gorillas and monkeys don't like to swim or even get wet, but these two crazy go-getters don't mind at all. They enjoy a cool dip every now and then. The water is very refreshing (except for that toxic pit, Poison Pond). Be sure to check for hidden passages!

2 KEEP TO THE TOP

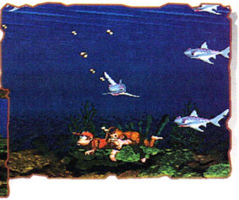
Bitesizes hunt in packs and they usually spread themselves out to cover a lot of territory. When swimming through this area, try to stay to the top. If you have a solid surface to push off of, you're better off. Better yet, find Enguarde before you get here. You can pick up the Golden Letter O here, too.

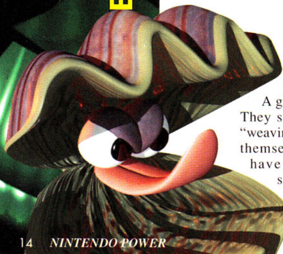




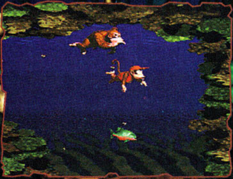
3 A SIX-PACK OF TEETH

A gang of hungry Chomps Jrs. patrol this area. They swim back and forth and create a sort of "weaving" pattern amongst themselves. If you don't have Enguarde, try to swim up and down when you go through them.

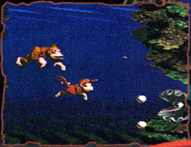


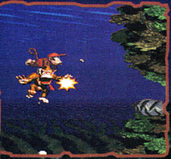


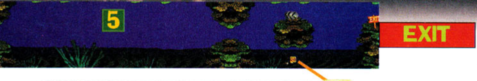
1 DON'T RAMBO THE CLAMBOS



You can't shell the Clambos so you're just gonna have to avoid them and the pearly projectiles that they profusely propel. If you try going through certain sections of Clam City quickly, you're bound to get hit. It's almost guaranteed. Just relax and enjoy a nice, casual cruise. The music is relaxing, isn't it? You'll be able to see the pearls before you get into a troubling position.

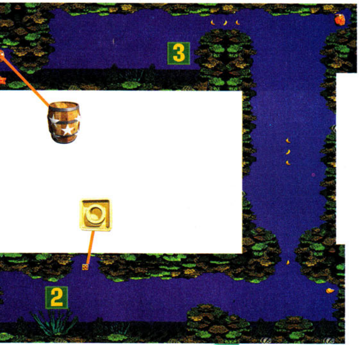






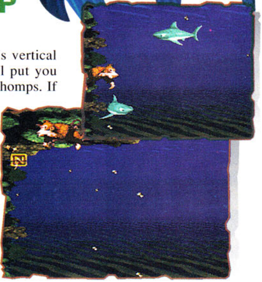
ICONS

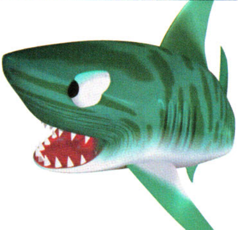
K ...... GOLDEN LETTER	...... BANANAS
...... CONTINUE BARREL	...... GOLDEN MEDALLION



4 CHOMP IT UP

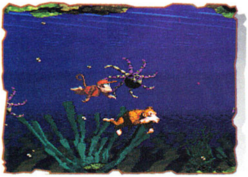
Ascending through this vertical water passageway will put you face to face with six Chomps. If you've got Enguarde, it's no problem—just poke 'em! If you don't, just take your time and don't get in a hurry. Tread water. Stay left and when you make it to the top, the Golden Letter N will be right there for you to grab!





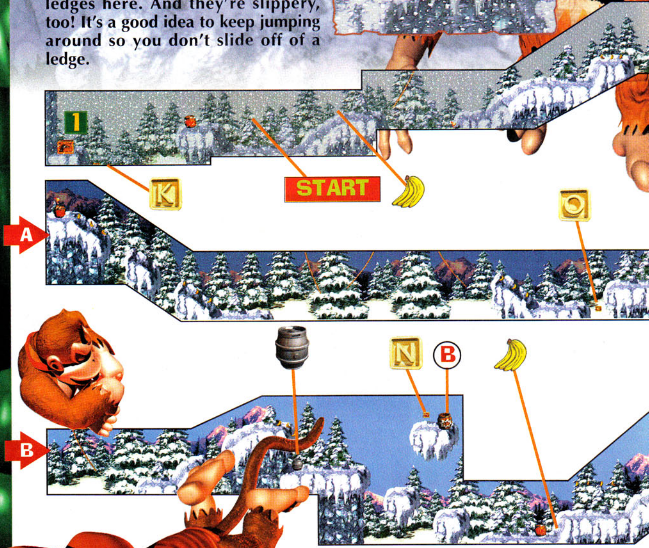
5 CROCTOPUS MAZE

Three Croctopuses (Croctopi?) are spinning around and are creating a kind of barrier that blocks the Clam City exit. If you're going it alone as DK or Diddy, be very hesitant and watch which direction each Croctopus travels in. You can't really follow them around because you run right into the next one.



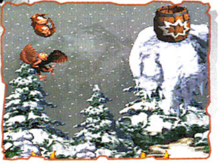
Ice Age Alley

Thankfully, the snow isn't pelting down upon our heroes during their entire excursion in Ice Age Alley. It's just a little chilly. If you play it right, though, your feet won't get cold. You can ride on the back of Expresso. There are a lot of small ledges here. And they're slippery, too! It's a good idea to keep jumping around so you don't slide off of a ledge.



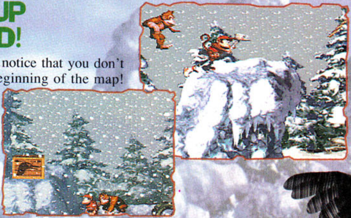
2 HOW TO HIT THE BLAST BARREL

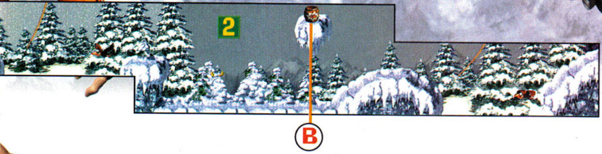
Getting up to the Blast Barrel in this area is easy if you fly Expresso up there and jump off of his back. But if you don't have him, bounce off of two Neckys and over into the Blast Barrel. Don't fall off of the ledge just to the left of the Neckys— you'll never make it back up.



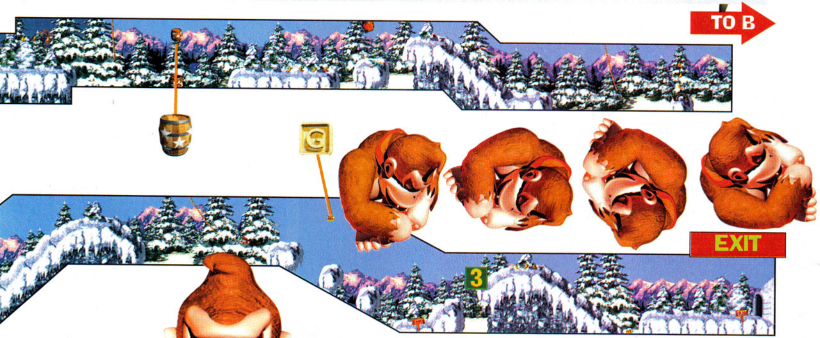
1 SADDLE UP THAT BIRD!

If you check the map, you'll notice that you don't start Ice Age Alley at the beginning of the map! High-tail it to the left when you start and you'll locate the Golden Letter and a box that contains Expresso. Saddle him up and take off! His help will be critical later on in the stage.



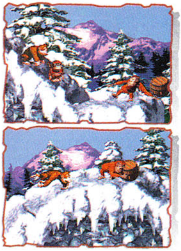


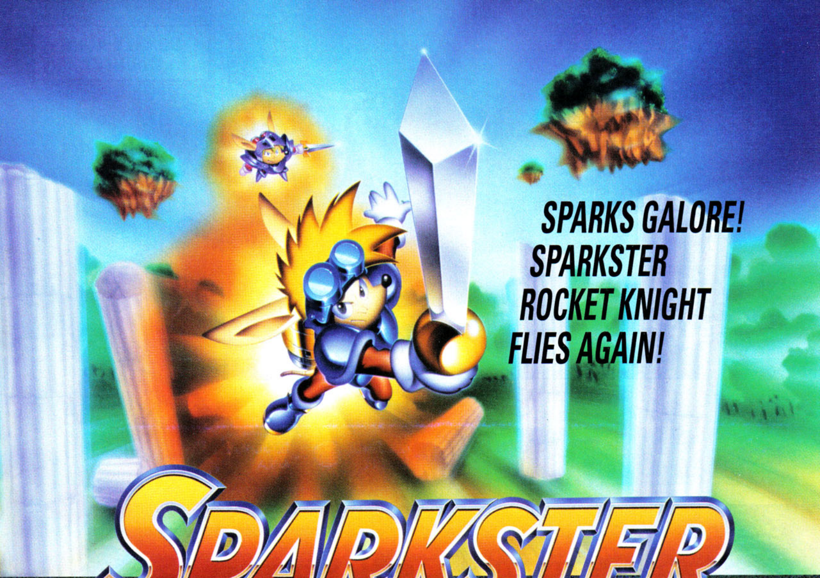
ICONS ...... KEG ...... GOLDEN LETTER ...... CONTINUE BARREL B ...... TO BONUS AREA ...... BANANAS



3 MANKY KONG ATTACK

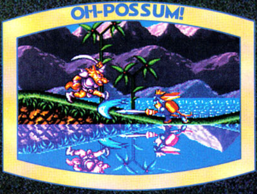
A cross between mangy and skanky, Manky Kong hucks barrels for a living. In Ice Age Alley, Manky Kong has positioned himself quite well. There are inclined surfaces to deal with before you reach him. The last time you see him, before the Exit, is tricky. Not only do you have to deal with the barrels and the slippery surface. You also have to deal with a gap to jump across.



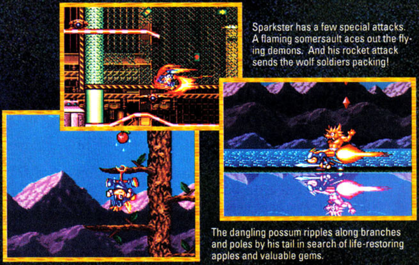

SPARKS GALORE!
SPARKSTER
ROCKET KNIGHT
FLIES AGAIN!

SPARKSTER™

RAVENOUS ROBOTS



Once again, the Legion of Rocket Knights has called on its champion, Sparkster, to save the world of Eginasem from tyranny. Join this valiant possum as he fights minions of wolf soldiers, hordes of flying demons, and their evil mechanized leaders as he struggles towards the final battle with Generalissimo Lioness! But it won't be easy. Sparkster must think his way through nine menacing stages, with only an occasional piece of fruit and your help to keep him going. So fire up that rocket pack, sharpen that sword, and remember: the future of the world is at stake. Quit playing possum, and start playing Sparkster!

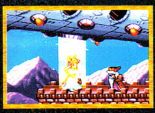


Sparkster has a few special attacks. A flaming somersault aces out the flying demons. And his rocket attack sends the wolf soldiers packing!

The dangling possum ripples along branches and poles by his tail in search of life-restoring apples and valuable gems.

THE STORY...

Princess Flora has been captured by Generalissimo Lioness, along with the magic Peace Pendant! It's up to Sparkster to save the young princess and defeat the mechano-bosses of Lioness' army—before Planet Eginasem is swallowed up by their evil shadow!



Don't be fooled by his size—Lioness is big trouble!

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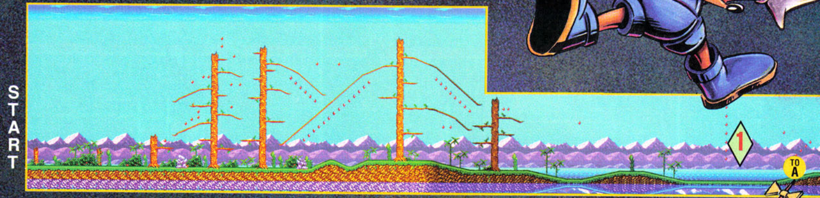
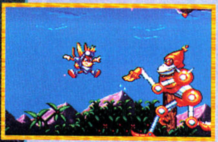
STAGE 1 TO THE SHIP

The adventure begins in the forest, where the wolf army guards the Mother Ship. Sparkster must get to the ship before it leaves Eginasem's atmosphere and takes the princess away forever. But be sure to gather gems along the way. Every 100 gems give you an extra life!



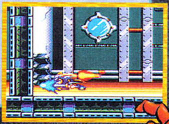
1 MECHAN-APE

And you thought the wolves were tough! This Mechano-monkey means business! Avoid his acrobatic attack and zap him with jumping sword shots. Like any hungry primate, he's got bananas—grab them for extra life.



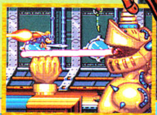
2 POWER-UP!

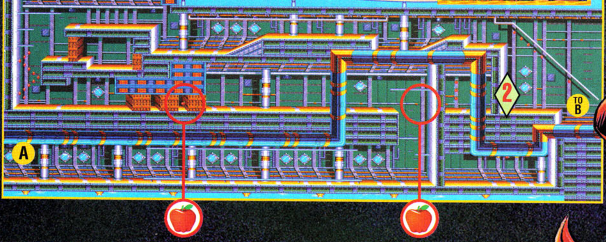
In the ship, rockets blast through this steel wall. On the other side, you'll find some secret tasty apples for extra life.

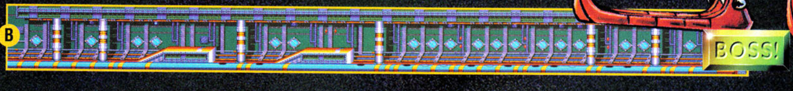


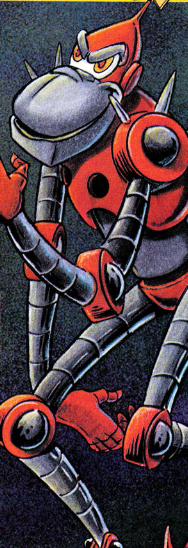
GOLDEN GHOUL

Just when the princess was in view, up jumps the Golden Knight. He punches and sends spiraling sprites after you. Shoot his red eye when he raises his shield. but be careful—a laser beam is sure to follow!



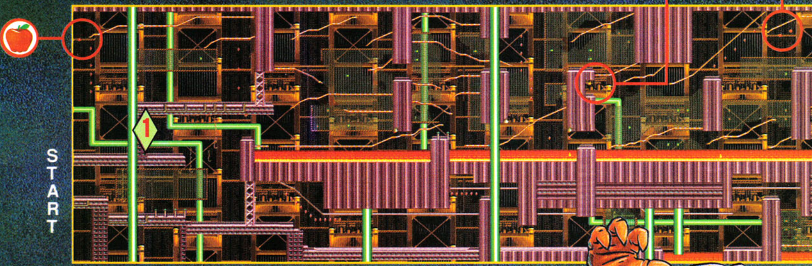






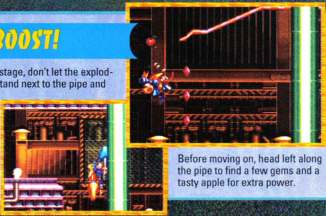
STAGE 2 BELLY OF THE BEAST

Onward! Remember, this is the MOTHER Ship—it's BIG. You're entering its fiery power center, filled with bothersome fire demons. Skate along the pipes with your tail, and keep an eye out for fruit and gems along the way.



1 ROCKET BOOST!

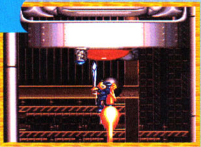
A shortcut! As you begin this stage, don't let the exploding grappling chain get you. Stand next to the pipe and rocket jump up. At the top of your leap, somersault left to a nearby platform. From there, make another rocket jump right. Be sure to master this move—it will prove valuable!

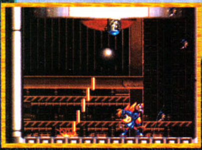


Before moving on, head left along the pipe to find a few gems and a tasty apple for extra power.

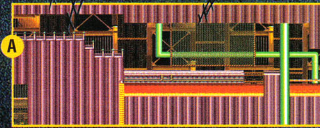
3 EVIL EYE

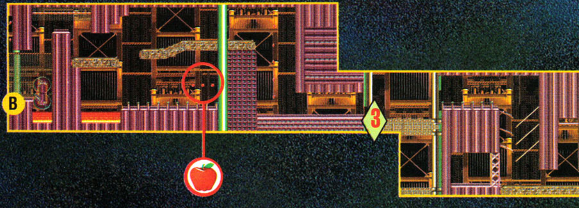
You're walking along stealthily, and suddenly the floor starts to rise! Above you is a menacing red eye and a cannon firing deadly laser beams. Stay under the red light and power jump to put them both out of commission.





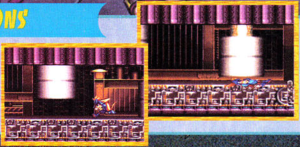
Be quick with your jumps. The closer the eye gets, the faster the laser beams come!

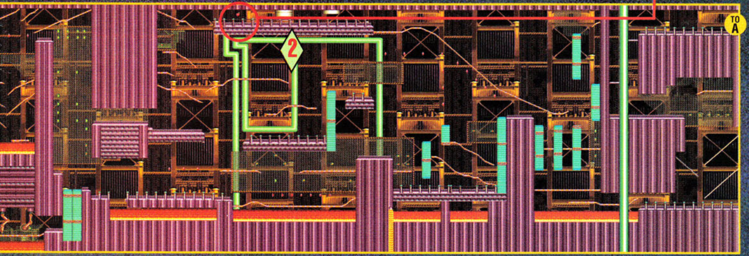




2 PUMMELIN' PISTONS

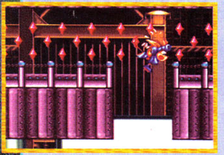
After narrowly escaping the grinding gears, you've got two smashing pistons to deal with. Use the rocket attack to get through fast. But keep on your toes. Don't bounce off the second piston and back under the first one. There's no getting out from under these heavy loads!





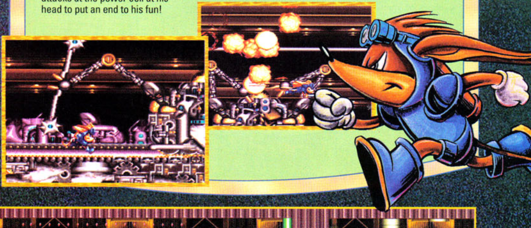
4 THE WHITE ROOM

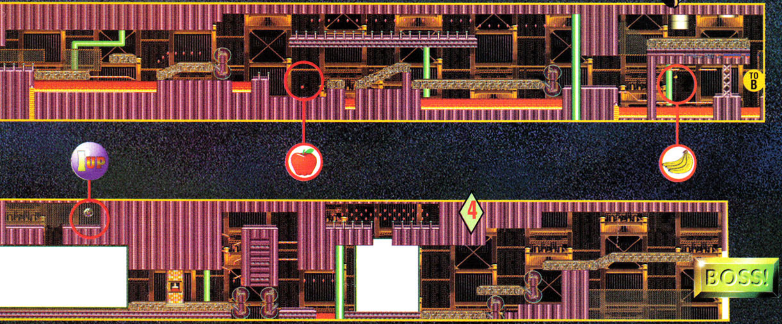
In the second White Room, make quick work of a waiting wolf, and rocket jump through a gap in the ceiling to find valuable gems. And be sure to check out the first White Room for a bigger prize.



CREEPY CRANE

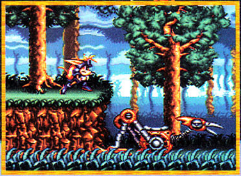
What will Generalissimo Lioness come up with next! This fiend has two probing arms, ready to shoot pipe bombs and throw anything he can pick off the conveyor belt. It's tough to avoid the long arms of this final foe, but do your best. Shoot well-placed sword shocks and somersault attacks at the power cell at his head to put an end to his fun!



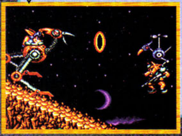


STAGE 3 BUDDY UP

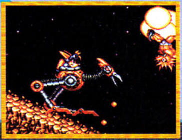
Sparkster picks up the pace in this stage—with the help of his faithful companion Stampy-do. You'll fly across the fields and mountains of Eginasem to get to the enemy's secret lair hidden in an ocean bay. But there's plenty of trouble along the way!

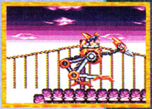


1 ON BOARD STAMPY-DO



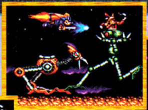
Stampy-do gives Sparkster an extra weapon to add to his arsenal. Its ring laser will take care of wolves carried by bird copters. Shoot the bird copters first. This will take care of both the birds and their shooting wolf passengers. And Stampy's supersonic speed will help get you out of sticky situations like the collapsing bridge. Keep him running at top speed, or fall into the bottomless canyon below!

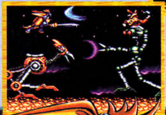


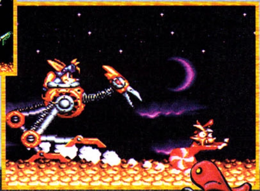


2 DUELING THE RED WOLF

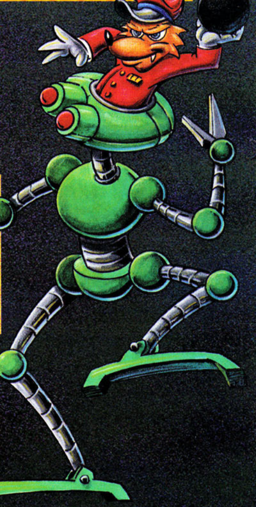
This wolf must have an inferiority complex! Aboard the stilted pincher robot, he throws bombs while his mech body thrusts its prodding pinchers at you and Stampy-do. Jump up and shoot a well-timed sword shock at the wolf's head. (Don't worry, Stampy will stay under you!) Then, double up with a fiery somersault. After a few of these attacks, this wolf will learn that the taller they are, the farther they fall!





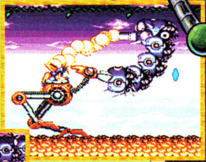


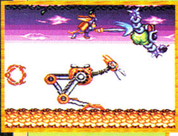
You and Stampy-do will have a good laugh after doing away with this wolf's robot. Watch him run away in nothing but his red long johns!

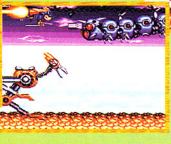


MECHANI-PEDE!

By the size of this flying caterpillar, you can tell it takes a lot of fire power to destroy it. Aim your sword shots and somersaults right at his head. Be careful not to get caught above him, though. It's hard to get back to Stampy. As you fire away at his blue bulk, segments will fall off one by one, only to become guardians who will fly right at you. But not to worry—one shot does them in.



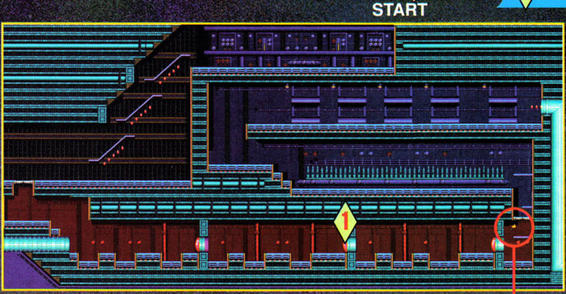




Just when you think the battle is over, the mechani-pede coils up and fires laser balls. Stay back and shoot Stampy's ring laser right at him.

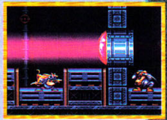
STAGE 4 ON THE SEA

This floating power factory has some special surprises for Sparkster. Watch out for working wolves carrying blow torches, sleeping seamen, nasty red laser beams, and the occasional tidal wave!



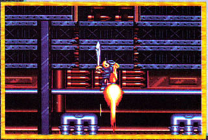
1 RED MENACE

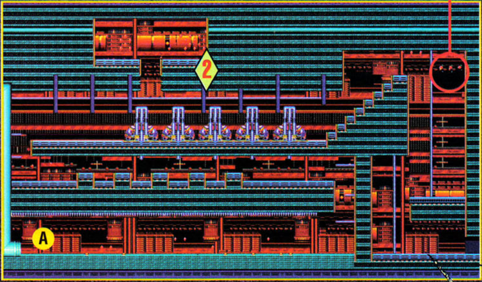
The red laser beam runs the length of an entire level of the power plant, and can cause Sparkster some damage! Duck to the pits in the floor until the laser stops to power up and shoot at its lenses. But be careful; there's three of them, and each is guarded by wolf warriors!



2 GEM SHOT

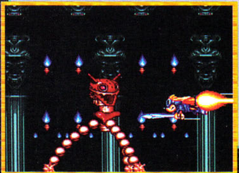
Lioness is an evil leader. You'll come upon several slave wolves working day and night to produce power for the Wolf Army. They're too tired to pay you any attention. As you walk by the first station, use the power jump/somersault technique to find a room hidden above the ceiling. You'll find dozens of gems to help give you an extra life.

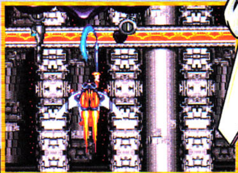


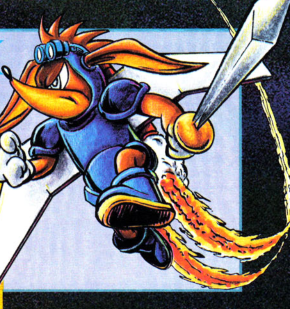


AND THE KNIGHT HAS BEGUN

Sparkster's not even half way through his adventure! Five more stages hold unheard of perils for our possum hero. He'll unlock the secret of the Eginasem pyramid's shifting passages. He'll join forces with Powered Gear for some extra punch. In Stage 7, the game shifts gears as Sparkster takes to the air to destroy the enemy's battleship. And, in Stage 9, he meets the ultimate challenge to save Princess Flora!







K.I. 101

"Welcome to class, tournament fighting students! Be sure to pay your tuition with quarters."

You can beat anyone on SF II...eyes closed. You don't even have to think about what moves it takes for Rayden to electrocute his opponent. Your Rage is much more than Primal and Virtua Fighter is so easy that it makes you wanna cry. You're the elite--the pinnacle player at the top of your game. Are there any challenges that remain? There sure is! It's called Killer Instinct. And it's the hottest fighting game to ever hit the arcades! There's actually quite a lot of fighting theory packed into the game. We want to help you understand it better.

KILLER INST

THEM'S FIGHT'N

SO YOU THINK YOU'RE A GREAT

030000
JAGO
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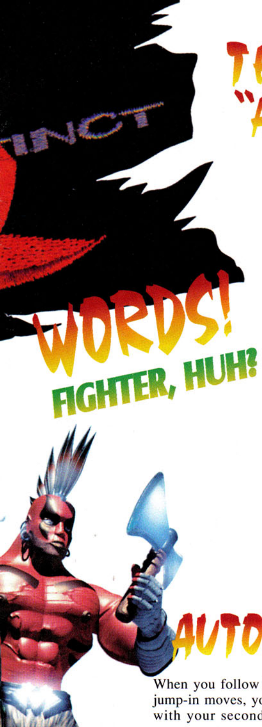
BUT IT'S JUST A FIGHTING GAME, RIGHT?

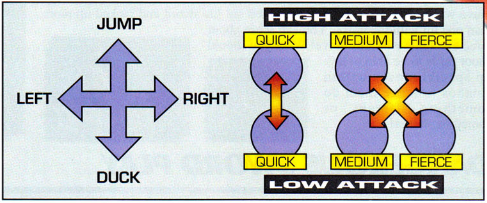
Killer Instinct certainly is a fighting game. But there's so much more. We're not talking about the rad graphic imagery, the amazing rotation effects or the ultra-fast moves. Granted, these elements are critical to the overall appeal of Killer Instinct, but what we're getting at here is the philosophy of what makes a truly unique and truly challenging fighting game. Almost anyone can stand in front of a tournament fighting game cabinet and slug it out with regular and special moves, but the players who are going to prevail are the players who can consistently put together workable and useable combos. Being able to score big and win with combination moves radically elevates the game play experience of tournament fighting games. The combinations that we will begin to explain here deal with "jumping-in," like some other fighting games have. Jumping-in combos are not the only way to initiate a linked series of moves in Killer Instinct, but it's a good point of reference and a good starting place to understand the philosophy behind the stategies of the game. This is all you need to know:

COMBINATION MOVES!

© 1994 Nintendo/Rare.
Game by Rare.

THE THEORY OF "AUTO SECONDS"





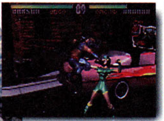
The arrows on the diagram are there to key you in on how Auto-Seconds work. The KI control panel is set up like the diagram illustrates. You have your directional control plus three buttons each for High Attacks and Low Attacks.

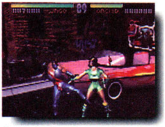
HOW AUTO-SECONDS WORK

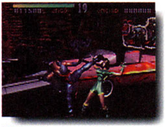
Auto-Seconds is a term we like to use to describe the second move of a combo and how it relates to the first. KI Auto-Seconds apply to jump-in combination moves. Looking at the layout of the controls, the Auto-Second will correspond as the arrows indicate. Depending upon which button you press as part of your first move (it can be any of the six), the arrow shows you what button the second part of the combo should use. Now, you don't have to follow this rule. But if you want to get up into the realm of 6-to 8-hit jump-in combos, you need to subscribe to this theory.

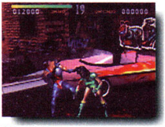
AUTO-SECONDS: SOME EXAMPLES

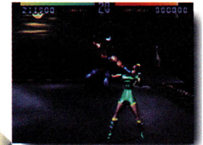
When you follow the Auto-Seconds theory with jump-in moves, you'll score bonus or "free" hits with your second move. With a second move other than an Auto-Second, you won't score as many hits. Of course, you still have to finish up the combination!

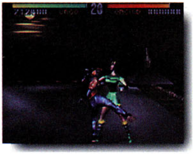

Jago jumps in at B. Orchid with a Fierce Punch.

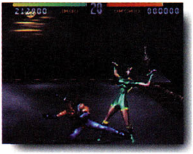

Here's the Auto-Second: it's a standing Medium Kick.


WHAM! The next two hits are free! No buttons pressed!


After this hit, you should probably try a..........we'll let you figure it out.


Here again, Jago jumps in on B. Orchid, but this time he leads with a Quick Punch.

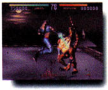

According to the Auto-Seconds theory, a Quick Kick should be your next move. It is!

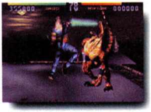

Without pressing any more buttons, Jago will deliver a low kick. It happens very fast!

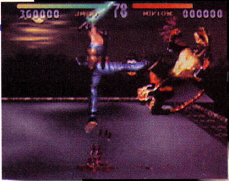
SHOW'EM A THING OR TWO, JAGO!

DO SOMETHING DIFFERENT

This example shows a combo finished with a Laser Punch, but since the move was a part of a combo, Jago pulled out his sword and racked up more than one hit with the move. You can score about three extra hits with this move! What you should shoot for is to be able to link up special moves within combos to make them do something different...or something better!

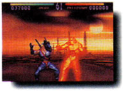


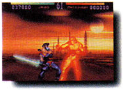


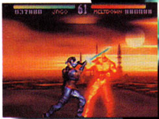


DANGEROUS SWORD PLAY

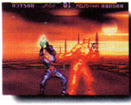
Jago can whip his glowing sword out, hit his opponent with it, and shove it back in its sheath almost instantly. It can all happen extremely fast! Don't blink or you may miss it. As a special move, swinging his sword will usually only net Jago one hit. What you should be looking for are ways for Jago to score more than one hit at a time with it.

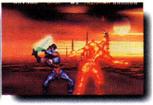


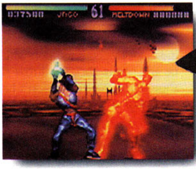




Jago's sword strikes his opponent in the head. Just like it should!

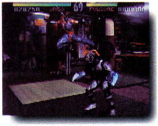


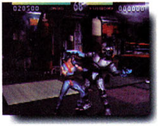


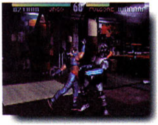


It looks as if Jago isn't quite ready to put the sword away. Maybe there's a way to make him swing it again. Think about it!

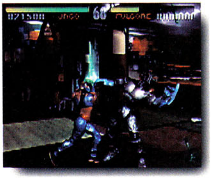
MEDIUM KICK WITH AN AUTO-SECOND





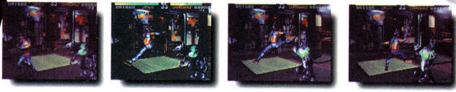


Here's a perfect example of how easy it is to put together a stunning sequence of moves. Jago jumps in at Fulgore with a Medium Kick. A Fierce Punch follows as the Auto-Second which in this case, is a ducking move. This Auto-Second gives you an uppercut followed by the Laser Sword move (for free). If you've been paying attention, you could figure out that the moves that we illustrated above on this page can be "attached" to the end of this move to form an 8- or 10-hit combo! Taking it even farther, you could even come up with a 12-hit combo by sticking another Auto-Second in after.....



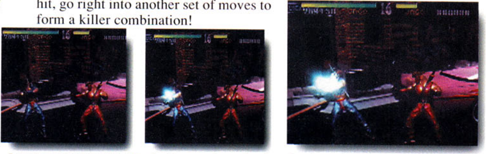
FOOD FOR THOUGHT

Shown below is Jago's Wind Kick move. There are many more frames of animation to the move, but these show the basics. You should be thinking, "Exactly where in a combo can I fit this move in?" How about starting off an attack with it and finding a move that links it up with a combination move? Sounds reasonable.

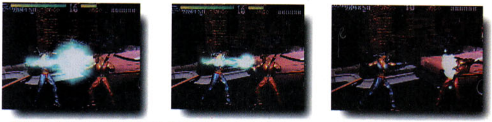


LEADING WITH A FIREBALL

Now that the Wind Kick example shown above has got you thinking about how to link special moves and combos together, we'll reinforce those thoughts with this example of Jago's Fireball special move. At the end of the move, when the Fireball hits and your opponent is bearing the brunt of the hit, go right into another set of moves to form a killer combination!



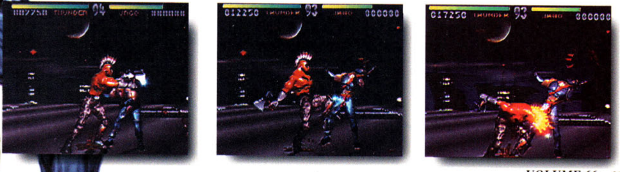
Reaching behind him and summoning his power, Jago unleashes a huge burst of kinetic energy.



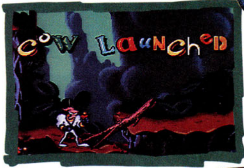
The Fireball connects with its target...full on! Keeping in mind that your opponent won't be waiting around for too long at this point, you should already be in the process of setting up your next series of moves.

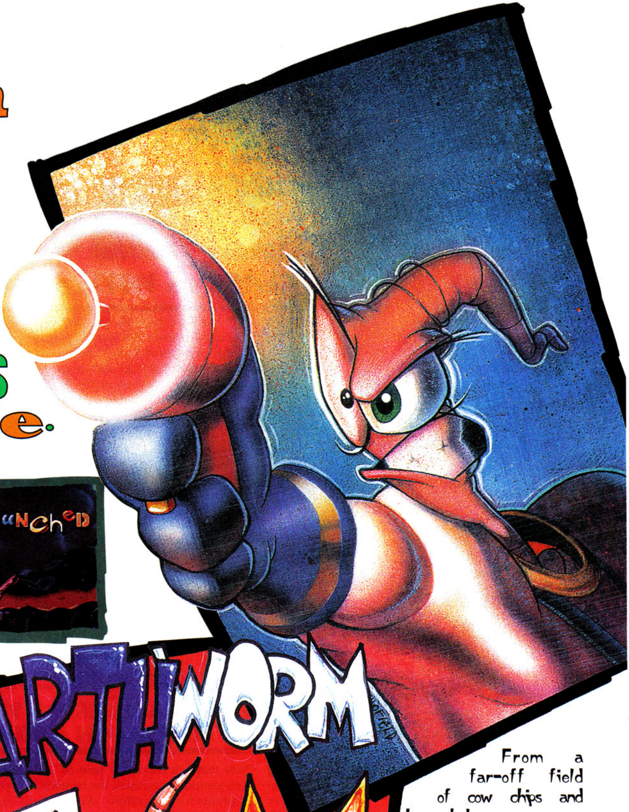
WRAPPING IT UP AND TAKING YOUR GAME TO A MUCH HIGHER LEVEL

Now that you know the "how-to" for jump-in combos, your next step should be to finish the combos in a way that scores you the most hits for your efforts. Again, it's all in how you put together a series of moves that makes them all work together. Knowing the Auto-Seconds theory, you're one step ahead of the competition and well on your way to becoming an unstoppable force in front of a Killer Instinct arcade machine!



WORM YOUR WAY OUT OF THIS GAME.





EARTHWORM JIM

From a far-off field of cow chips and hay bales comes one of the wildest games ever made! It's got everything; crazy characters, non-stop action, and some of the most amazing graphics you've ever see. Welcome to the new generation of Super NES games—Earthworm Jim!

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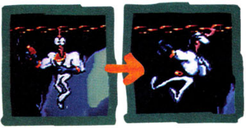
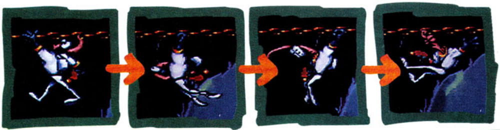
WhO IS THIS JIm aNYWAY?

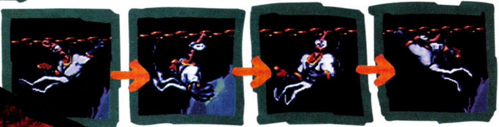
One day an unsuspecting worm was crawling along when a strange object fell from the sky right on top of him. It was a space suit, unlike anything Earth had ever seen. Suddenly, a blast of space radiation shot through the dazed worm, turning him into a giant mutation, and Earthworm Jim was born! But following close behind the suit was the nasty Psy-Crow, sent by an unknown leader to get the suit back!

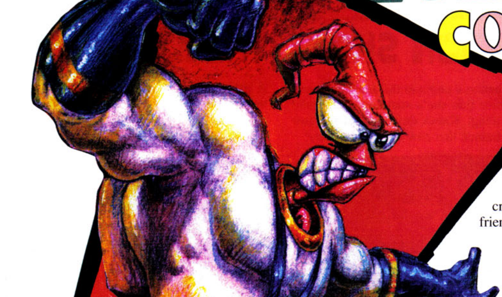
SO SMOOTH...

The graphics on this game are so smooth, you'll think you're playing a cartoon. As one fan exclaimed, "It's like butter!"



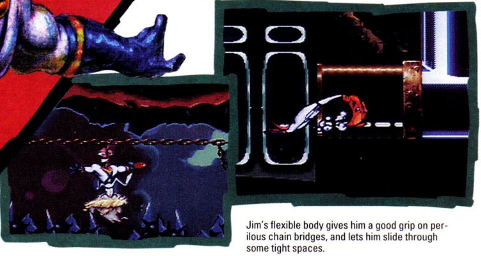






COOL CONCEPT

Earthworm Jim goes beyond most video games out today. Where else will you find a superhero that's a worm?! What other game gives you non-stop action across seven totally different stages, each more bizarre and exciting than the last? And where else could you go up against a killer crow, a sinister snowman and join forces with a friendly hamster? Nowhere but in Earthworm Jim!



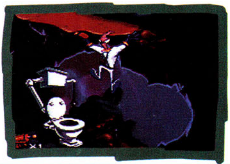
Jim's flexible body gives him a good grip on perilous chain bridges, and lets him slide through some tight spaces.

New JUNK City

Stage 1 takes you through some of the slimiest territory you'll ever see. Explore the unsteady ledges and piles of tired tires to find hidden treasures. But watch out—this spooky land of garbage and gunk hides some surprises. You'll have to be crafty to worm your way through it!

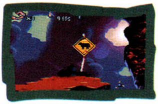
TOILET WARP

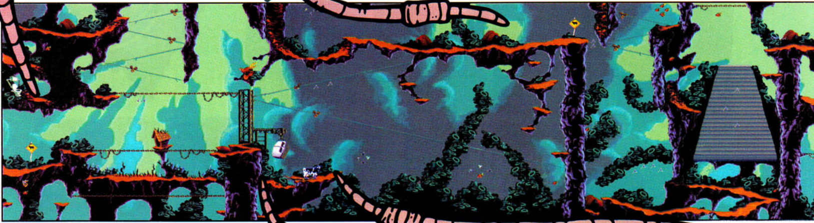
Go where only a superhero worm would dare to go—an old toilet bowl! It warps you to a grungy, but worthwhile secret area.



COW X-ING!

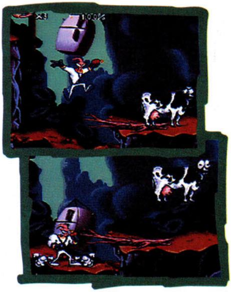
At the cow crossing, head right and up the rocks to discover a hidden chain. Walk across it to the left to get some Power-Ups!





MOON SHOT

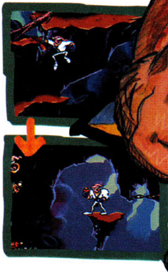
When you come to this stubborn cow, notice that she's standing on the end of a log. Knock down the refrigerator to launch this cow out of your way!



The catapult sends this grazing bovine flying. But remember, cows have a history of jumping over the moon. They're bound to come down somewhere!

TREAD MARKS

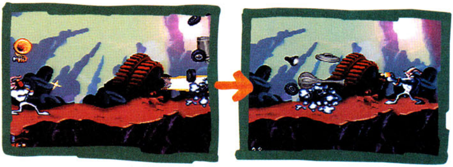
A pile of tires marks this treasure spot. After disposing of the cow, fall off to the left edge of the tires.

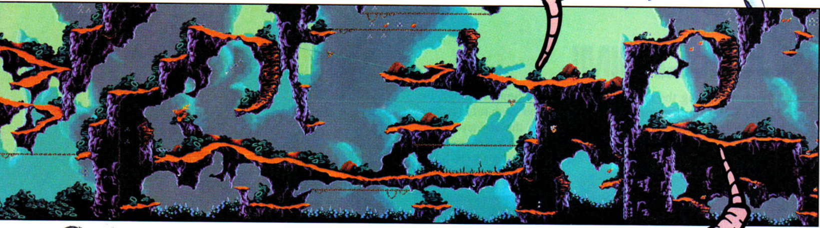


After making your way along a strung-out chain, jump to the nearby platform to find Jim a hidden 1-Up!

BUGLE BOY!

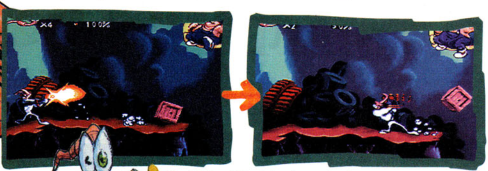
This midway boss blows a mean horn! He sends deadly tubas streaking down from the sky and gives you a swat with his bald tire arms if you get too close. Shoot the falling tubas and keep your distance. Fire away with your gun, and soon he'll be singing a different tune!



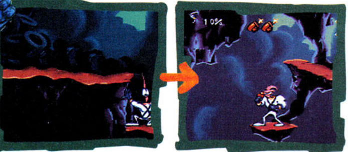


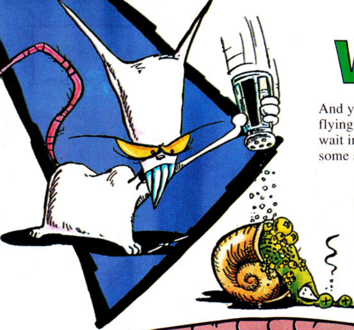
CRANE-KY CHUCK

The Stage 1 Boss is too high to reach with your gun. Instead, take the indirect approach. Shoot the boxes on the ground to the edge of the screen. They'll bounce up and give ol' Chuck a taste of his own medicine!



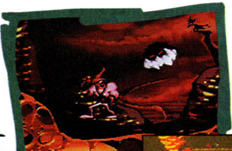
Before finishing off Chuck, drop down and spring up to two small platforms. You'll find ammo refills and some life pellets to help get you through Stage 2.

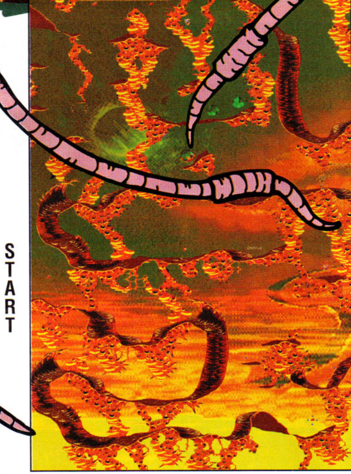




WHAT THE HECK?

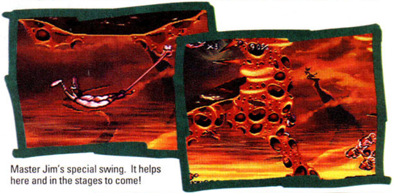
And you thought it was a little warm in the junkyard! In this pit of despair, flying demons follow you around, nipping at your heels. And lurking beasts wait in the shadows. It'll take all of Jim's powers, your quick thinking, and some special tricks to get through this fiery fortress.





JUNGLE JIM!

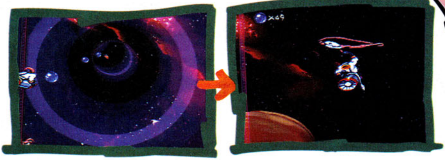
After whipping the snowman, go left and jump right off the hill. Whip Jim's worm-body out again and latch on to a nearby hook. Then, Tarzan your way across the screen up to a hidden area. After poking your way through a narrow opening, you'll find some much-needed ammo and a secret 1-Up!



Master Jim's special swing. It helps here and in the stages to come!

ANDY ASTEROIDS

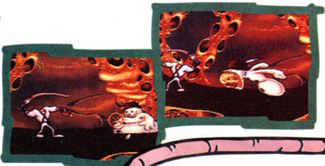
After this and a few other stages, you and Jim enter a bonus race with that evil Psy-Crow. Flying high in space, Jim speeds along towards the far-off space vortex leading to the next level. Along the way, you and Jim try to collect all fifty of the blue pods floating along the track. Don't run into any asteroids here, just keep moving as fast as your jet pack will fly you. If Earthworm Jim can somehow outfly the speedy Psy-Crow and collect all fifty balls, you'll get an extra Continue to keep your game going. If you lose, you have to battle Psy-Crow—on his own turf!

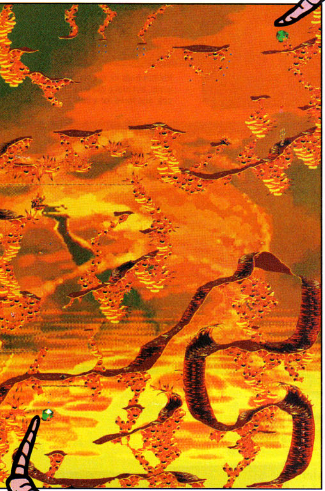


Snagging all those pods is hard work, and you have to be quick to beat Psy-Crow. After this tough race, Jim celebrates space-cowboy style with a Yippee-ki-ay! But the celebration can only last a moment—there's plenty more to go before our hero can really whoop it up!

FROSTY?

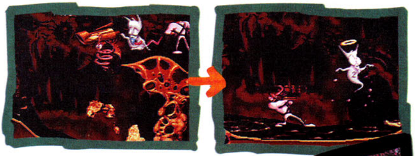
There's something really creepy about a snowman that breathes fire. And to make matters worse, gun blasts can't hurt him. You've got to whip this guy into shape! And be quick. If you hurry, this snowball won't be much trouble.





STEALIN' FELINE

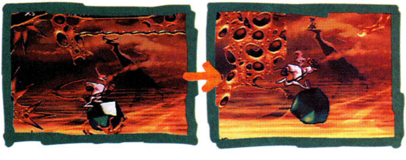
The Stage 2 Boss has stolen your suit! But not to worry. Jump over the fireballs he shoots at you. They'll hit his pedestal, and after a few shots, the platform will fall and so will the suit.



Spring over the flaming hairballs. Then, get your suit back and hit him once for each of his nine lives!

GEM ROLLIN'!

When you come to a spinning green gem, jump on it and run opposite the way it turns. Even though you're running in place, these gems will take you where you need to go!

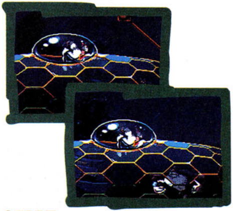


DowN tHe TUbeS

Stage 3 takes you under the murky sea to a world of beefy cats, a-maze-ing underwater passages, and a friendly but fierce hamster that will be happy to lend a paw. This stage will test Jim more than any earlier stage, so pay close attention, or wind up as fish bait!

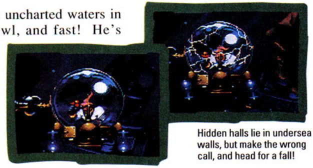
HEP CAT

When you see one of these pumped up cats, watch out! You can't kill them, and if they get you, a choke and a smack will do heavy damage. Instead, hang from the ceiling and let them go by. Then, onward!

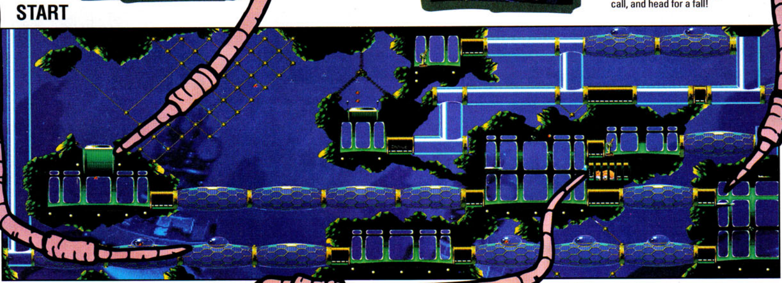


JIM COUSTEAU!

Jim's got to navigate uncharted waters in the Crystal Fish Bowl, and fast! He's only got a short time to get through this ocean maze. But be careful. Too many bumps into the coral and this cruise is over!

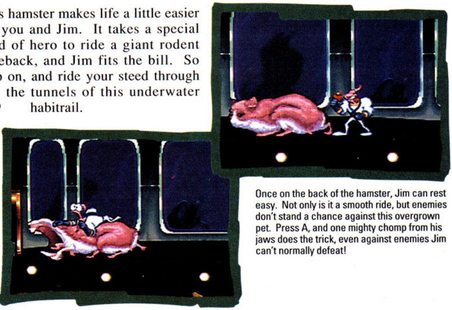


Hidden halls lie in undersea walls, but make the wrong call, and head for a fall!



HAMSTER-IFFIC!

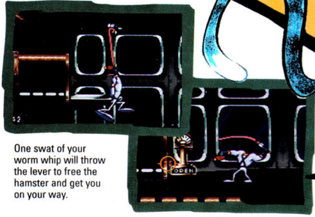
This hamster makes life a little easier for you and Jim. It takes a special kind of hero to ride a giant rodent bareback, and Jim fits the bill. So hop on, and ride your steed through the tunnels of this underwater habitrail.



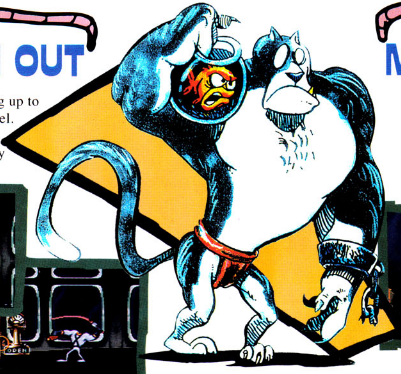
Once on the back of the hamster, Jim can rest easy. Not only is it a smooth ride, but enemies don't stand a chance against this overgrown pet. Press A, and one mighty chomp from his jaws does the trick, even against enemies Jim can't normally defeat!

BAIL HIM OUT

To free the hamster, swing up to the hidden upper level. There, you'll find a gate lever that frees your furry friend.

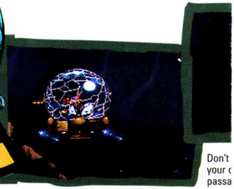


One swat of your worm whip will throw the lever to free the hamster and get you on your way.



MAZE OF CO

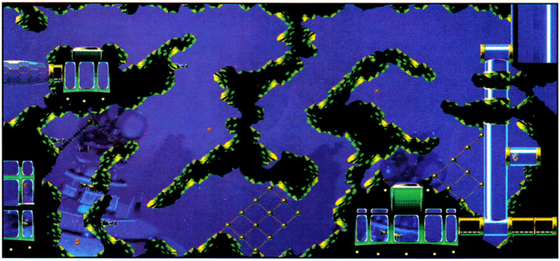
Back to the bowl for another depths. But beware—this far d look the same. It's easy for a wo to get lost. Let the map be your gu



Don't your c passa

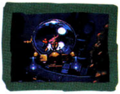
TuBE

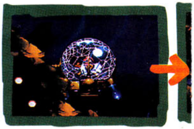
Stage 4 pits you against the cl You've got to be speedy, or the will smash Earthworm Jim into sure to grab plenty of fuel alon



FUEL CA

Look for the secret passage in wall. Go through the wall an find some hidden fuel to give y

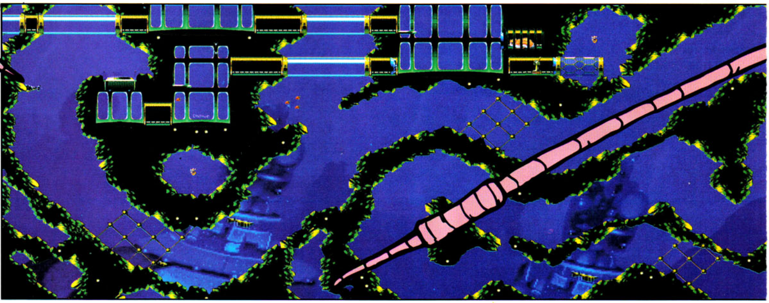




JUICE UP

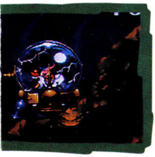
Don't pass up the main fuel supply—it gives you a whopping 99 units of Kelp-a-line. Without it, you're sunk!

START



NFUSION

trip through the ocean own, things all start to orm, even a superworm, uide, and stay on course.



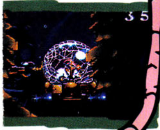
let the pressure get to you! Hold craft steady through the coral geways, or you'll crack up!

raCE

ock in a deep sea race. ocean's heavy pressure Tapeworm Jim! And be g the way.

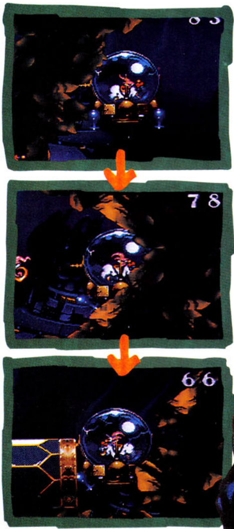
CHE!

this section of coral d head downward to ou a little extra time.

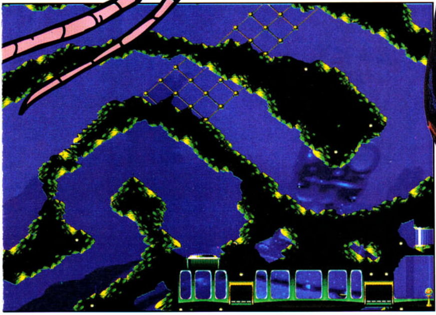


JIM-A-RAMA

Find some helpful extra lives hidden in secret passages. Look for a narrow stretch of coral wall, and slide through the tight opening to grab a quick 1-Up. Then, head up to the Habitrail for another surprise.



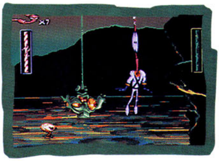
Look for a gap in the coral wall. Move through the gap and float above the tube. There, you'll find another 1-Up! But don't let the two extra lives go to waste. Get back to safety before time runs out!.



SNOT A

Jim enters a three-round bungee jumping duel with evil (and disgusting) Major Mucus! Knock Mucus i the walls on the way down, fraying his grimy cord u it breaks. It's not easy, though—he's trying to do

ROUND 1



ROUN

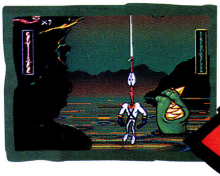
pROBLem

the
nto
ntil
the

same to you! And each round gets tougher. A slime-swimming monster starts chomping at you each time down, and Major Mucus keeps coming back tougher than before. Hang in there!

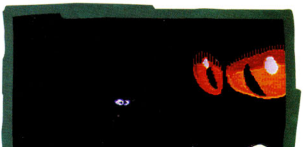
ID 2

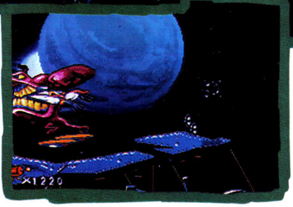
ROUND 3



COMING UP IN VOL. 67

This game is so unbelievable, one issue isn't enough to cover it! Next month, find out more about Earthworm Jim's exploits in the last three levels. Meet Stage 5 nemesis, Prof. Monkey-for-a-Head, and learn what cagey trouble he has planned for Jim. See what happens when you don't protect your Stage 6 friend Peter Puppy (It isn't pretty!). And, of course, the mysterious Seventh Stage. You'll find the most outrageous and toughest enemies yet, and finally, discover who the mastermind of this evil army of foes is—and what reward lies for you and Earthworm Jim, if you emerge victorious!





SEE YA NEXT MONTH!

Demon's Crest™

COMING SOON TO YOUR
SUPER NES FROM CAPCOM
NINTENDO POWER

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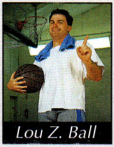
THE SPORTS SCENE

PLAYING IN THE DARK


Lou Z. Ball

Have you heard those guys who go on about how great Genesis sports games are? I've heard them, too, so I did some research, playing the games side-by-side to compare graphics, sound, and playability. In virtually every case the games looked and sounded dramatically better on the Super NES due to its two graphics processors and 16 bit audio processor. In some cases, like Tecmo Super Baseball, the Super NES version had a special feature--like the 3D fielding perspective of TSB--which added to the playability. And where the play was similar, the added realism of better graphics and sound on the Super NES added a lot to the experience. So the next time a friend gives you that old line about Genesis having the best sports games, show them the difference--don't let them play in the dark.

ANDRETTI ROLLS

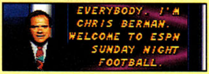
A rising star of Indy car racing puts his name on the line in this racing sim. Pg. 38.

STREET SLAMMING

GTE takes to the street with rollerblades, pucks and sticks. How brutal is it? Pg. 41.

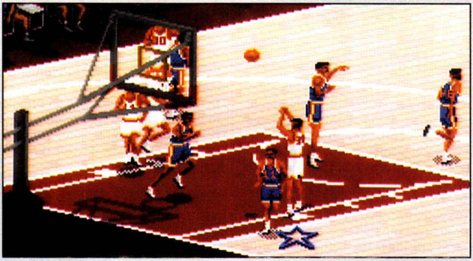
ESPN FOOTBALL

Chris Berman and company cover the NFL. Pg. 42.



EVERYBODY. I'M
CHRIS BERMAN.
WELCOME TO ESPN
SUNDAY NIGHT
FOOTBALL.

NBA ACTION IS LIVE IN '95

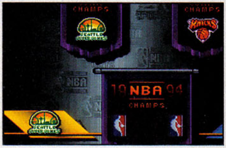


By EA Sports

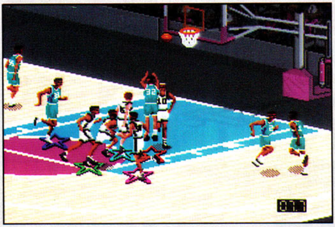
San Mateo, CA--Do you have what it takes to win in the NBA? Do you have the moves, the smarts, the speed, the stamina? *NBA Live '95* from EA Sports demands all of that and more. More? Off-court moves are just as important. Making substitutions during a game, setting offenses and defenses, assigning match ups, or even drafting your own Dream Team in the Custom Mode can drain your brain. It's challenging, but it's also filled with cool options including a multi-player mode in which up to five players (with a multi-player adapter) can hit the court, a playoff option, this year's NBA schedule, battery backed-up memory and so much more that it could take you months before you get it all down. Like they say, it's in the game.

> **"They react to the ball as a living player would react..."**

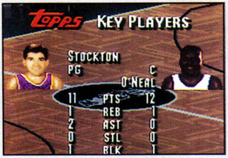
Of course, the most important thing is how it plays. We can sum up Live '95's playability in a word--awesome! The most impressive part is how the players move. The animation is excellent. Players have a full-range of cool moves from behind-the-back passing to slam dunks. Just as important is the Artificial Intelligence (AI). The developers knew a thing or two about b-ball, because the computer players play smart. They react to the ball as a living player would react; cutting, picking, anticipating passes. Very impressive. Play control is best in the shooting category. You'll have to get used to the angle of the court and how you use the Control Pad at 45° to run straight. Fans of NCAA Basketball will notice how difficult it is to execute passes with precision because Live '95 doesn't have pass lanes indicated. On the other hand, you can pass on the run for added realism.



IN THE GAME



San Mateo, CA--NBA Live '95 gives you all the moves of professional basketball along with some of the best AI ever for a sports game. Your computer teammates are always looking for possibilities and mismatches to exploit, just like real players. But for them to be successful, you have to recognize when players are open or are making their moves, then you must get them the ball, and finally pass off or shoot at the right moment. It's a lot to think about and the action is non-stop.



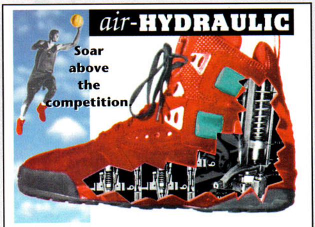
STOCKTON PG		C O'NEAL
11	PTS	12
1	REB	1
2	AST	0
0	STL	0
1	BLK	1

On offense you can call for an Automatic offense, Box, Inside, Sideline, Motion, High Post, 3 Point, and Isolation. You can also instruct your team to Crash the boards or not. You aren't limited to one of the eight offensive schemes. In fact, it's best to adapt your offense to the situation. If you're ahead and it's late in the game, choose the Isolation offense. You'll waste time and get a higher percentage, open shot. If you're behind and time is short, a Motion offense or the 3 Point are better choices to close the gap.

Defensively, look for ways to put enough pressure on the opponent so that you get take-aways. For instance, if you set up your defense using the Half Trap at High pressure, the result is that your computer players will try to trap the opposing player with the ball. This works great if you keep control of one of your players in the center of the key, forcing the opponent to stay on the perimeter. With top defensive teams like the Sonics, this sort of strategy pays off time after time, but you also have to watch out for the fast break.

> **"...set up your defense using the Half Trap at High pressure..."**

If you've used all the tricks and still don't come out ahead, you have the option either to Save or Not Save, in which case you can play the game over and try to win again.

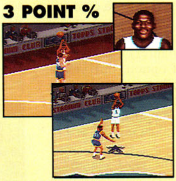


Patented Pneumatic Lift-Assist springs will rocket you to the b-ball stratosphere. Not responsible for ceiling damage.

LEAGUE LEADING ALL-STARS

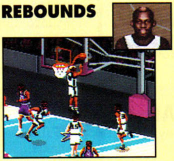
NBA basketball is a game demanding incredible skill. To win big, you need big time players who can sink the shot, grab the rebound or make the key play in the crunch. EA Sports programmed the each player with his physical strengths, weaknesses and talents, but one thing is missing. How good is the human player? To give yourself an advantage, you can trade for the hottest players in the league.

3 POINT %



The best distance shooters include the Hornets' Johnson, Richmond from Sacramento and Chicago's Armstrong.

REBOUNDS



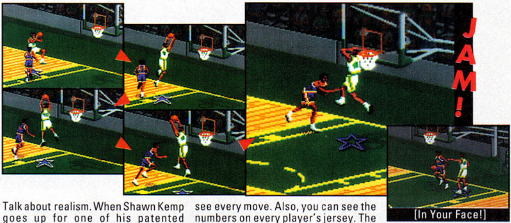
Who else but Dennis Rodman could lead the league in rebounds. Olajuwon and Shaq aren't far behind.

FIELD GOAL %

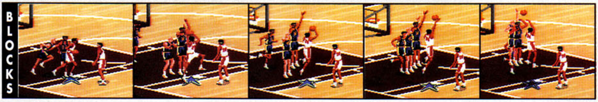
Shaq usually takes the crown in Field Goal % with players like Thorpe, Mutombo, Webber, and Kemp closing in.

JAMMING LIVE

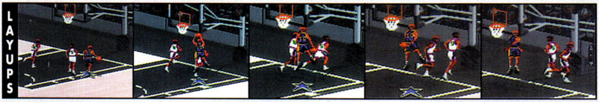
EA Sports did everything in their power to make the experience of Live '95 seem like a real NBA match-up including the angle of the court, the on-screen stats that appear at random and the options for instant replays and slow motion dunking. Again, it's the excellent animation that brings home the life like feel of this game. The sequences below show the actual frame-by-frame moves captured by the instant replay. It looks cool, but the replay feature also lets you analyze each play and learn to do it better and smarter.



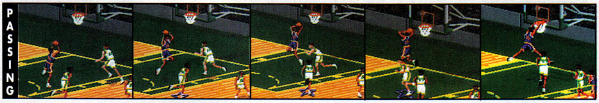
Talk about realism. When Shawn Kemp goes up for one of his patented spinning, backward slam dunks, you see every move. Also, you can see the numbers on every player's jersey. The realism just doesn't end.



Blocking shots is one of the toughest moves in basketball because it takes precise timing. That's true in Live '95, too. The first rule is to stay between the ball handler and the basket.

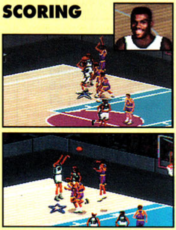


So you think the lay up is the easiest shot, think again. Unlike many video basketball games, Live '95 keeps track of your exact position and shooting a step late will blow the shot.



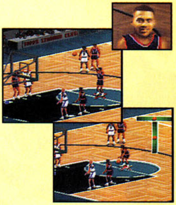
Passing animation truly shines in this game. You pass while running, unlike many video b-ball games. Players can take a pass in the air and continue up to dunk--the old alley oop!

SCORING



Total points per game will be a duel between the likes of David Robinson, Shaq, and Olajuwon.

FREE THROW %

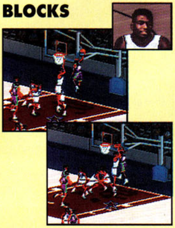


Setting the pace at the line will be the Pacers' Miller, Abdul-Rauf, Kevin Smith, Armstrong, and Hornacek.

ASSISTS

Stockton will very likely lead the league in the Assist category with Blaylock, Bogues and Kevin Johnson trailing.

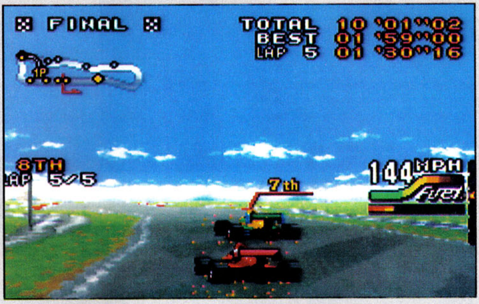
BLOCKS



The big play men like Mutombo, Robinson, Olajuwon, Mourning, O'Neal and Ewing will reject the most shots.

ANDRETTI'S CHALLENGE

By Bullet-Proof Software

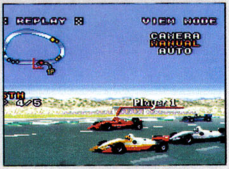

FINAL
TOTAL 10 '01"02
BEST 01 '59"00
LAP 5 01 '30"16
8TH
LAP 5/5
7th
144 MPH
Fuel

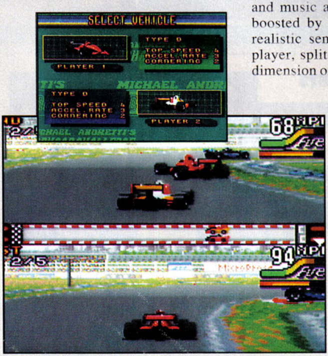
Redmond, WA--Michael Andretti may not have been the first championship Indy car driver in the Andretti family, but his video game--*Michael Andretti's Indy Car Challenge*--will be the first Andretti video game on the Super NES. Last year's run of F1 racing games may have left a lot of American racing fans hungry for some home grown action. As a result, Michael Andretti's Indy Car Challenge, ESPN Speedworld, Nigel Mansell's Indy Car Racing, Al Unser Jr.'s Road To the Top (also reviewed in this issue) and Mario Andretti Racing from EA Sports are all hitting the pavement in the near future. That's a lot to choose from, but each of the games has a special focus and features. Although the Nigel Mansell and Mario Andretti games are still to come, when comparing the rest of the new American racers, Michael Andretti's Indy Car Challenge clearly takes the checkered flag.

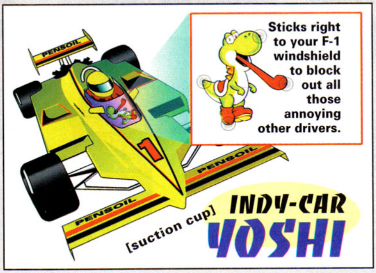
Michael's Indy Challenge has several outstanding features, but the one that gets the most attention is the Replay. After your race, you have the option to replay the entire event. During the replay, you also have the option to change the camera view from the rear to the side or even out in front looking back. Only Ubi Soft's Street Racer has a similar feature. The great thing about this, besides letting you relive your moments of glory, is that you can study courses in detail and driving tendencies of opponents.

> **"After your race, you have the option to replay the entire event."**

Replaying the past is only part of the appeal of this game. The graphics and music are good and the game, boosted by a DSP chip, imparts a realistic sense of speed. The two-player, split-screen option adds the dimension of head-to-head competition missing from some other top racers like last year's hit Nigel Mansell's World Championship from Gametek. With 16 race tracks, including both oval and road courses, Championship, VS. and Practice Modes, a password and difficulty settings, Michael Andretti includes all the basics race fans expect.


REPLAY
VIEW MODE
CAMERA
MANUAL
AUTO
5TH
4/5
Player 1

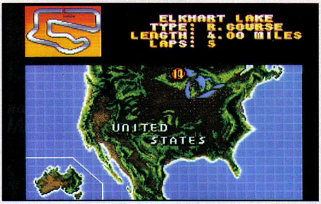

SELECT VEHICLE
TYPE D
TOP SPEED 4
ACCEL. RATE 3
CORNERING 2
PLAYER 1
MICHAEL ANDRETTI'S
TYPE D
TOP SPEED 4
ACCEL. RATE 3
CORNERING 2
PLAYER 2
68 MPH
Fuel
2/5
94 MPH
Fuel


Sticks right to your F-1 windshield to block out all those annoying other drivers.

[suction cup] INDY-CAR YOSHI
PENSOIL
1
PENSOIL
PENSOIL

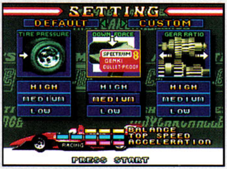
BEHIND THE WHEEL AT 240 MPH

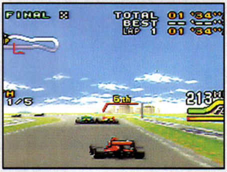
If you've played a lot of video game racers in the past, the first thing you'll notice about Michael Andretti's Indy Car Challenge is that the steering feels great. One tap of the Control Pad won't send you spinning into the wall. Other nice touches include the turn arrows that snake ahead of your car briefly before a curve. Unlike the traditional sign arrows, which you'd never see on a real race track, the Michael Andretti system appears just long enough to warn you, but it also shows the type of curve, whether it's a hairpin or Es curve. The screen itself has been laid out to make it easy to keep your eyes on the road while also getting the information you need such as the status of your speed, fuel, and place in the field. You can customize your car for the conditions on each track, but the default is usually the best. Pushing the limits with higher acceleration or slicker tires will challenge even the best drivers.


ELKHART LAKE
TYPE: R.COURSE
LENGTH: 4.00 MILES
LAPS: 5

During the Championship season, you'll find two types of courses, each with its own driving strategy. The oval courses like Phoenix and Indy are simple. If you qualify in first place, all you have to do is push your engine to the red line and make smart pit stops. The road race courses are another matter. They are narrow and wind all over the landscape. Passing opportunities are few and dangerous. You'll find that many of the computer drivers are aggressive to the point of ramming you. Some of the cars also have greater acceleration. One tip is to move to the inside lane right at the green flag to block the hot shots who want to take the early lead. Mastering the road courses so you qualify for a high position is almost essential to winning. In two-player games, you drive against one opponent although other cars show up to make things interesting.

> **"...the computer drivers are aggressive to the point of ramming you."**



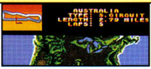


MICHAEL'S ADVICE

Michael worked closely with Bullet-Proof during the development of the game, and his input ranged from driving tips to fine-tuning the tracks. In the end, he felt that the game did a great job of recreating both the realism and technical difficulties of the tracks, which are all based on actual Indy car races. We found that it really pays to listen to the champ.

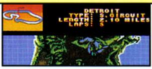
AUSTRALIA
TYPE: S.CIRCUIT
LENGTH: 2.79 MILES
LAPS: 5
UNITED STATES

AUSTRALIA


AUSTRALIA
TYPE: S.CIRCUIT
LENGTH: 2.79 MILES
LAPS: 5

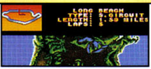
A street circuit course with a few good straightaways that requires speed and cornering.

DETROIT


DETROIT
TYPE: S.CIRCUIT
LENGTH: 2.10 MILES
LAPS: 5

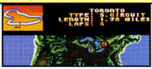
This street circuit has lots of gradual curves and one wicked roundhouse. Avoid making a pit.

LONG BEACH


LONG BEACH
TYPE: S.CIRCUIT
LENGTH: 1.59 MILES
LAPS: 5

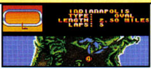
Expect brutal curves and short straights. Medium down force keeps you on the road.

TORONTO


TORONTO
TYPE: S.CIRCUIT
LENGTH: 1.78 MILES
LAPS: 5

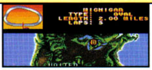
The narrow track makes passing very difficult. Your starting position is critical.

INDY


INDIANAPOLIS
TYPE: OVAL
LENGTH: 2.50 MILES
LAPS: 5

Based on the most famous oval course in the world, Indy requires a good pit strategy.

MICHIGAN

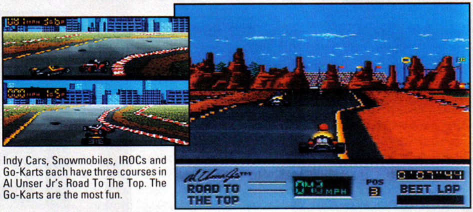

MICHIGAN
TYPE: OVAL
LENGTH: 2.00 MILES
LAPS: 5

Banked and bumpy, high speeds rule the day on this oval. It's one you shouldn't lose.

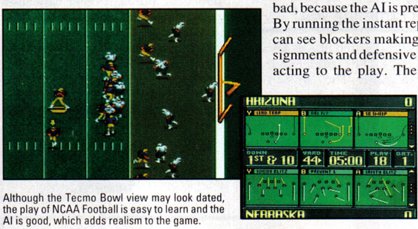
BACK TO SCHOOL

By Mindscape

Novato, CA--Mindscape is going back to the classroom in a number of ways with its new and upcoming sports titles. The most obvious school connection is the NCAA license for *NCAA Football* (released this month) and next winter's *NCAA Final Four Basketball*. But *Al Unser Jr.'s Road To The Top* also has a sense of going back to school because it follows Al Jr.'s racing career from Go-karts to Indy Cars. Even at the slow speeds of 60 mph, the Go-kart circuit provides the most fun of the four racing games due to its superior graphics. You see your driver leaning into curves and the cart seems to be on the road. Mindscape has aimed this game at younger players and the Go-kart races fit with that. The IROC races are arguably the worst. The cars look blocky and swivel dramatically with each touch of the Control Pad for a very unrealistic look. As for the Indy cars, they are better than the IROCs and snowmobiles, but lack the realism, sense of speed and fun of Michael Andretti Racing or other top racing games. In the end, Mindscape should have stuck to the one winner--the Go-kart races--and added more than the three courses available. Even so, the Go-kart section might make Al Unser Jr.'s Road To The Top worth a test drive, especially for young race fans.



Indy Cars, Snowmobiles, IROCs and Go-Karts each have three courses in Al Unser Jr's Road To The Top. The Go-Karts are the most fun.

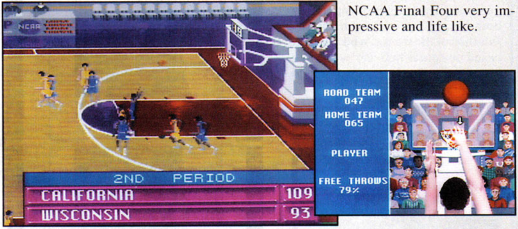


Although the Tecmo Bowl view may look dated, the play of NCAA Football is easy to learn and the AI is good, which adds realism to the game.

If you graduate from Go-kart school, you might find yourself heading off to college, and NCAA Football lets you pick from the top schools in the country. The inclusion of real schools, their logos, and playbooks based on the school's traditional style of play, add a lot to NCAA Football. Unfortunately, the simple graphics detract somewhat from the realism. It's too bad, because the AI is pretty good. By running the instant replay, you can see blockers making their assignments and defensive backs reacting to the play. The game is also very simple to learn and play. The tournament option lets you take your team through a fictitious national playoff. You can also have your friends suit up for the game if you have a multi-player adapter. Mindscape clearly wants to appeal to the more casual user. The side-angle view of the field looks like Tecmo Super Bowl, but NCAA scores over Tecmo in giving you real control of the defense. Hardcore football fans will probably want to hang tough for Madden NFL '95, but college fans and casual players should have some fun going back to college.

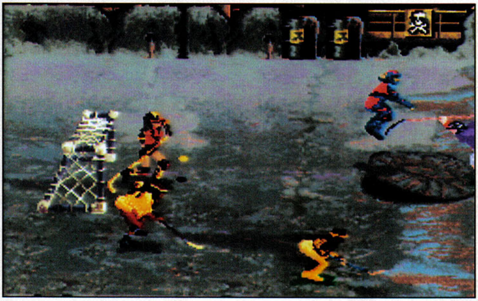
> **"NCAA Final Four Basketball was created using SGI workstations.."**

The brightest prospect in college sports, however, has yet to graduate. NCAA Final Four Basketball was created using SGI workstations and Alias software--the same combination of basic tools that Rare used to create Donkey Kong Country. The early results have looked good, but much of the AI had yet to be programmed when we took it for a spin. Still, one of the exciting possibilities of a fully rendered sports game is that you won't be limited to two-dimensional moves. Players can face any direction and even backpedal. That sort of freedom of movement could make NCAA Final Four very impressive and life like.



NCAA Final Four Basketball is due to be released this winter, probably in March. The free throw arrow moves slower for high-percentage shooters, making it easier to sink shots.

BLADES AND PUCKS



By GTE Interactive

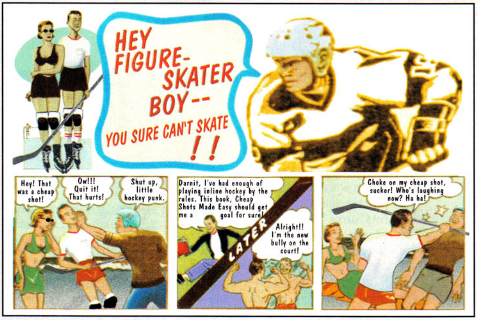
Carlsbad, CA--GTE will receive full points for being the first major corporation to recognize street hockey as a legitimate sport in *Street Hockey '95*, but the question may be that by legitimizing it, does it destroy the very essence of the street game? The essence of street hockey is speed and spectacular skating moves. The settings are as varied as the players and there's no standardization. GTE reflects that in their video game with multiple settings and a variety of skaters. The music and graphics also add to the frenetic feel, but that's about the limit to the realism in Street Hockey '95.

Victor
Nowhere Man
O-Zoner
CHOOSE

The most important part of the game, however, is the play control, and in that aspect Street Hockey loses much of its sense of reality. GTE hoped to give the characters a realistic feel by including a momentum factor. It takes time to build up speed and lose speed or turn. But given the dimensions of a TV screen, that slowness means you have to make a major tradeoff. Either the view remains on your player, in which case you won't be able to see the puck at times, or the view follows the puck, in which case you won't be able to see your player at times. GTE opted for the second choice, and the awkwardness of controlling a player that is off the screen is like driving in thick fog--you have no idea where you are and destruction seems imminent.

> "...you won't be able to see your player at times."

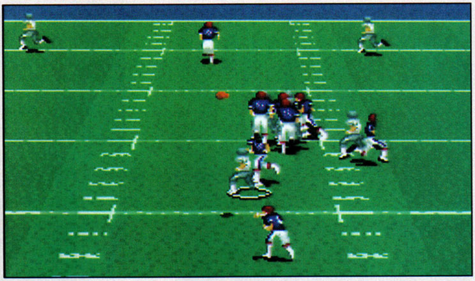
If you get into playing this game, you'll find that it has a multi-player option for up to four players, tournament and practice modes, street talk option, intensity and five game options including Fat Point, Rush, Whack, Crammit and Hot Puck. Don't worry, rules are included on-screen for those who don't know what the game is about.



HEY FIGURE-SKATER BOY-- YOU SURE CAN'T SKATE !!
Hey! That was a cheap shot!
Ow!!! Quit it! That hurts!
Shut up, little hockey punk.
Darnit, I've had enough of playing inline hockey by the rules. This book, Cheap Shots Made Easy should get me a goal for sure!
LATER
Alright!! I'm the new bully on the court!
Choke on my cheap shot, sucker! Who's laughing now? Ha ha!

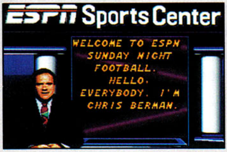
ESPN SUNDAY NIGHT

By Sony



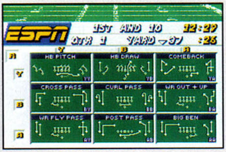
New York, NY--Chris Berman introduces the match up in *ESPN Sunday Night NFL*, but that's really the extent of ESPN involvement in the game. A bigger influence seems to be EA Sport's Madden series The behind-the-offense view is similar to Madden games, although Sony has produced a true Mode 7 scaling effect and a camera that starts wide, showing all the players, then zooms in slightly as the play focuses on a runner or receiver. The view works fairly well, but the wide starting angle reduces defensive backs to the size of ants. Offensive control is not nearly as intuitive as Madden NFL '95, although defensive control is comparable. Instead of having passing windows to choose receivers, you must select them by moving an arrow, which takes more time and sets you up to take more sacks. Once the ball is in the air and you have control of the receiver, the perspective makes it difficult to tell where the ball should be caught. ESPN doesn't have instant replays, all-time best teams, substitutions or a multi-player option like Madden NFL '95. You can play exhibition games against one other player, select playoffs, save seasons with the battery backed-up memory or set teams to reflect their real levels of skill or make them even, which is an excellent feature for the two-player game. The quality is definitely improving, but Sony hasn't yet reached the level where sophistication and fun go hand-in-hand as in the Madden NFL games.

> **"...set teams to reflect their real levels of skill or make them even..."**



ESPN SportsCenter

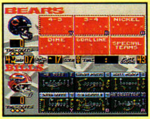
WELCOME TO ESPN
SUNDAY NIGHT
FOOTBALL.
HELLO,
EVERYBODY. I'M
CHRIS BERMAN.

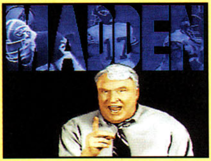


MADDEN'S BACK

By EA Sports

San Mateo, CA--Madden football returns to the Super NES this season with one of the best upgrades ever. *Madden NFL '95* features an improved field perspective, battery backed-up memory, 48-player rosters (for the first time in Madden history!) injuries, team and player stats, new defensive playbooks, multi-player support for up to five players with the use of a multi-player adapter, offensive playbooks based on the actual NFL teams, new rules like the 2-point conversion, and even your choice of end zone shuffles. It's so big, so complete, so good, that you might wonder if EA has put themselves out of business for future Madden titles. Sports Scene will take a longer look with strategies in a later issue. For now, fans should be aware that EA Sports hopes to have the game in the stores this November, and it's the best Madden ever--nothing else is in the same class.





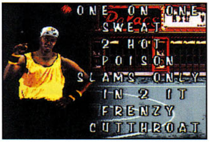
JAMMIN' IN THE STREETS

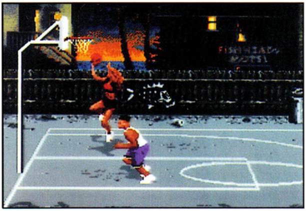
By GTE Interactive

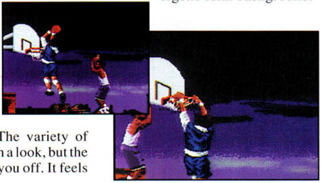
Carlsbad, CA--GTE had originally developed *Jammit!* for Virgin Games, but when they became an official licensee for Nintendo last summer, they decided to hold on to the game and publish it themselves.

> **"The one-on-one basketball tournament combines trash talking and pick-up games..."**

If you've been waiting for this one, that's why it was delayed. So what have you been missing? One of the more unique sports games, that's for sure. The one-on-one basketball tournament combines trash talking and pick-up games, and to make things interesting, there's a money bonus for the winner. Most games have basic variations in penalties or other rules, but some include moving or stationary shooting points from which you must score. There are different characters with which you can play and each has his or her own style and skills. There's also a two-player option so you can butt-heads with a buddy. In the two-player version, you can choose any of the variations of one-on-one play, but in the tournament mode you must progress through all the different games and you have no opportunity to practice. That's part of the challenge--you have to learn as you go. The variety of Jammit! makes it worth a look, but the play control may turn you off. It feels loose, as if you're not really in total control. The graphics are interesting, too, and the sound combines trash talking (as much or little as you want) and music--a sort of energetic funk background.





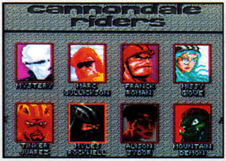


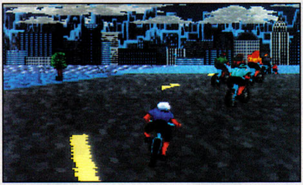
THE CANNONDALE CUP

By American Softworks

> **"Cannondale can be played with regular controllers and you don't have to sweat."**

Stamford, CT--One of the few mass participation sports that has been neglected by video game makers is cycling, but not any more. Cannondale Cup from American Softworks puts you on two wheels with people power for the engine. In fact the game is the Super NES version of the Lifefitness LifeCycle software. Cannondale can be played with regular controllers and you don't have to sweat. In fact, with as little challenge as you'll find here, you would be hard pressed to break a sweat. After choosing from eight far-out riders and eight types of bikes you'll find yourself pedaling furiously over rough, 3-D courses with jumps, obstacles and ticked-off pedestrians. Actually, you must defend yourself from the other riders, as well, and there's a punching option that turns the Cup into a brawl--the Tour De Grunge. Without a two-player option, Cannondale Cup offers very little variety or challenge. One race is pretty much the same as the next, and it takes extraordinary ineptitude to come in second or worse. At least with the expensive LifeCycle you get a workout while playing the game. Of course, you have to ask yourself if it's worth $600.

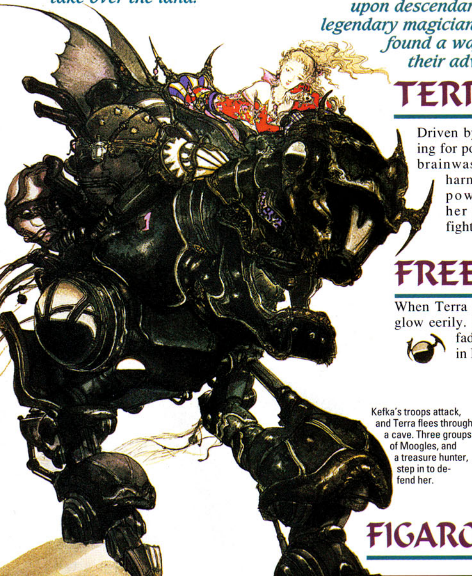




In last month's issue, we set the scene that is the backdrop for Final Fantasy III, and we introduced you to its characters. This month, our coverage of Square Soft's eagerly-anticipated RPG continues with an in-depth look at the first series of events in the game. The tale begins in what is known as the World of Balance, where the Empire is using a combination technology and magic to take over the land.

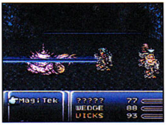
FINAL FANTASY

Although magic had been safely locked away for generations, Imperial forces have stumbled upon descendants of the legendary magicians, and they've found a way to use them to their advantage.



TERRA *A FIGHTING MACHINE*

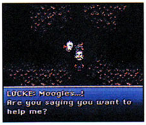
Driven by greed and hungering for power, the Empire has brainwashed Terra and, by harnessing her magical powers, has turned her into a formidable fighting machine.



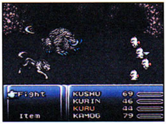
FREEDOM *RESCUED BY RETURNERS*

When Terra comes face-to-face with an Esper, it begins to glow eerily. She falls into a strange trance, then everything fades to black. She regains consciousness in a house in Narshe, where she begins to recover her memory.

Kefka's troops attack, and Terra flees through a cave. Three groups of Moogles, and a treasure hunter, step in to defend her.

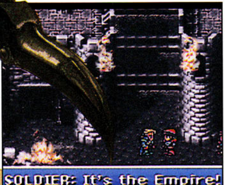


LOCKE: Moogles...!
Are you saying you want to help me?



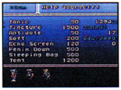
FIGARO CASTLE *MEET EDGAR, THE KING*

The treasure hunter, Locke, takes her to the throne room to meet King Edgar, an amazing engineer and a hopeless flirt.



SOLDIER: It's the Empire!

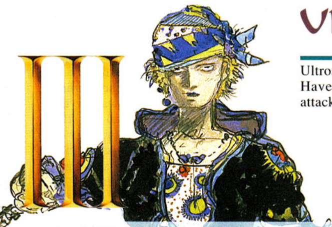
Explore the castle and buy Tools and healing potions in the shops.



Help yourself!

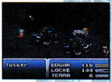
Tonic	50
Tincture	1500
Antidote	50
Soft	200
Echo Screen	120
Fenix Down	500
Sleeping Bag	500
Tent	1200

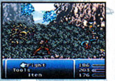
© 1994 Square Co., Ltd.

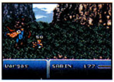


MT. KOLTS *SCALE THE PEAK*

When Kefka attacks Figaro Castle, Edgar, Locke and Terra escape on Chocobos. Kefka sends soldiers in pursuit, but Terra's magic will prevail. Head for Mt. Kolts, in the east, and climb through tunnels to the top.


Tusker
EDGAR 118
LOCKE 144
TERRA 6

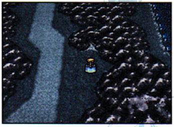

Fight
Tools
Item
186
203
176


Vargas
SABIN 177

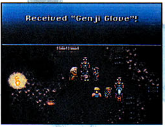
As you climb, you'll see a shadowy figure ahead. It leads you to Vargas, Duncan's son, and to Sabin, Edgar's brother. Vargas challenges, and Sabin steps in to respond.

HIDEOUT *RETURNER HEADQUARTERS*

Sabin joins the party and goes with you to the Returners' Cave, where the resistance leader, Banon, asks Terra to use her magic to fight against the Empire. She's confused and needs time to make up her mind.



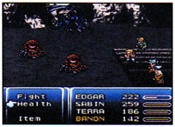
The Returners' base is in a cave near Mt. Kolts. You'll meet Banon, the group's leader, there.


Received "Genji Glove"!

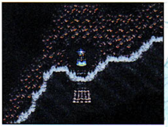
If Terra agrees to join, Banon gives her a Gauntlet. If she refuses, a soldier gives her a Genji Glove.

LETE RIVER *RAFT THE RIVER*

While Locke heads for South Figaro, Edgar, Sabin, Terra and Banon slip out a secret exit that takes them to the Lete River. Once they hop onto the raft and head downstream, you must protect Banon at all costs.


Fight
Health
Item
EDGAR 222
SABIN 259
TERRA 186
BANON 142

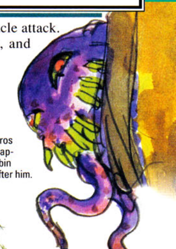
Keep using Banon's Health skill to restore your party's energy.

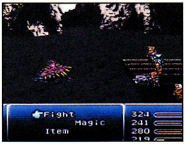


When the raft enters the first cave, you'll find a Save Point.

ULTROS
EIGHT TENTACLES OF TERROR

Ultros is an ink-flinging menace who has a terrifying tentacle attack. Have Banon cast Health every time his turn comes up, and attack with the others until you sink him for good.




Fight
Magic
Item
324
241
280
219

When Ultros finally disappears, Sabin dives in after him.

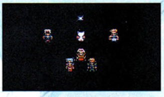
RIVER ROUTES

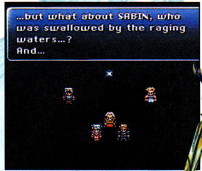
START
LEFT, STRAIGHT, RIGHT
SAVE POINT
LEFT, UP
SAVE POINT
ULTROS

BRANCHES
CHOOSE YOUR SCENARIO

At this point in the game, the story branches, and you'll have to choose one of three scenarios to follow. It doesn't matter which you choose first; you'll eventually come back and follow all three, one at a time.

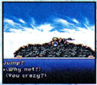
A Moogle will appear and let you choose one of the three scenarios. Save your game before you make your choice, then continue.



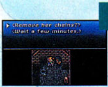

...but what about SABIN, who was swallowed by the raging waters...?
And...

SABIN

Sabin is swept downriver after diving in to pursue Ultros. Will you follow him to the Phantom Forest and beyond?

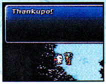

Jump?
Why not?!
You crazy?!

LOCKE

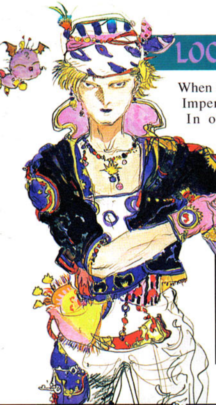

(Remove her chains?)
(Wait a few minutes.)

Locke returned to South Figaro to defend it against Imperial troops. In his scenario, he'll also rescue Celes.

TERRA

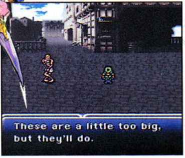

Thankupo!

Terra's scenario takes her back to Narshe with Edgar and Banon.



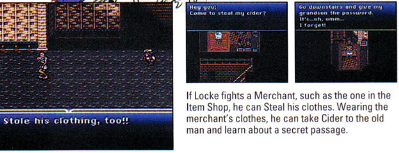
LOCKE'S SCENARIO

When Locke returns to South Figaro, Imperial troops are already there. In order to walk the streets without being recognized as a Returner, he must Steal a uniform from a soldier.



These are a little too big,
but they'll do.

In battle, Locke can Steal a uniform from a soldier and use it for a disguise.



Stole his clothing, too!!

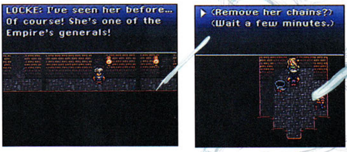
Hey you!
Come to steal my cider?

Go downstairs and give my
grandson the password.
It's...uh, umm...
I forget!

If Locke fights a Merchant, such as the one in the Item Shop, he can Steal his clothes. Wearing the merchant's clothes, he can take Cider to the old man and learn about a secret passage.

CELES UNCOMMON TRAITOR

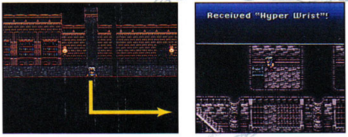
Use the "Courage" password to find the secret passage that leads to the rich man's house. Walk behind the bookcase in the drafty room upstairs to find a hallway with three doors. In the first room, Celes is being tortured by two Imperial soldiers. Locke recognizes her.



LOCKE: I've seen her before...
Of course! She's one of the
Empire's generals!

▶ (Remove her chains?)
(Wait a few minutes.)

Celes was a General in the Empire's army, but, disgusted with the atrocities she witnessed, she defected. Now she's the Empire's prisoner.

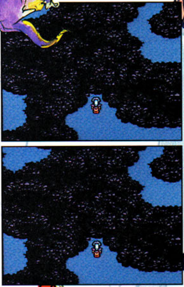


Received "Hyper Wrist"!

Walk into the wall across from Celes' room to find a hidden room. The Treasure Chest there holds a powerful Relic, the Hyper Wrist.

TERRA'S SCENARIO

With Edgar and Banon, Terra returns to Narshe, but they are denied entrance to the town, which is now held by the Empire. Instead of trying the main gate, walk to the left and use the secret passage in the rocks that Locke and Terra used earlier.

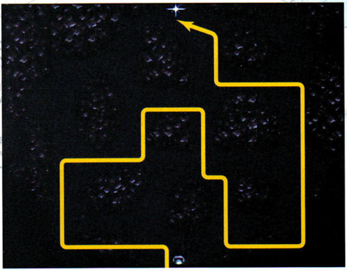


Stand by the rocks where Terra and Locke exited earlier. Press B to open the passage.

When you enter the secret passage, search the tunnels and look for the fabled Moogle Cave.

MEET MOG PICK A PATH

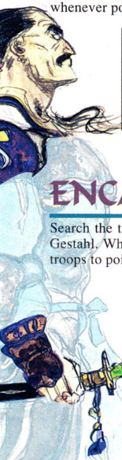
A light will show you the right path to follow. Watch carefully. If you don't follow the trail exactly, you'll be booted back to the beginning to try again.

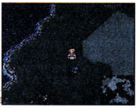


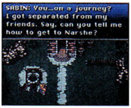
Watch the light as it traces the path to the Moogle Cave, then follow its trail through the rocks to find a large group of Moogles. The Moogles know lots of dances, and they like to learn even more by traveling to other regions. Remember where they live and return later in the game.

SABIN'S SCENARIO

Sabin's scenario is the most complicated of the three. First, return to Sabin's Cabin to find Shadow, who will pair up with Sabin to meet the considerable challenges to come. He's a powerful ally, so have him join your party whenever possible.





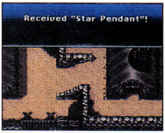


SABIN: You...on a journey? I got separated from my friends. Say, can you tell me how to get to Narshe?

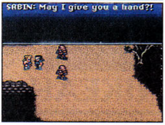
Take Sabin back to his cabin. When you meet Shadow there, he will join you for the first time.

ENCAMPMENT *INSIDE ENEMY WALLS*

Search the tents and listen. General Leo is summoned by Gestahl. When he leaves, Kefka takes over and orders his troops to poison the water at Doma Castle.



Received "Star Pendant"!

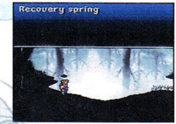


SABIN: May I give you a hand?!

A knight, Cyan, arrives to avenge the deaths of innocent people at Doma Castle. If you help, he'll join your team.

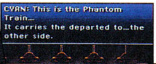
PHANTOM FOREST
HEALING SPRING

Enter the Phantom Forest and walk up through the trees to find a magic Spring that will heal your party. Walk down after passing the Spring to find the Phantom Train.



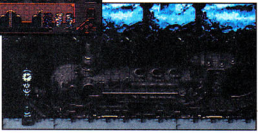
Recovery spring

Drink from the Spring in the Phantom Forest to refresh your team members. Walk up through the trees to find the magic water.



CYAN: This is the Phantom Train...
It carries the departed to...the other side.

The Phantom Forest is a trap of sorts. You can't leave once you reach the Phantom Train.

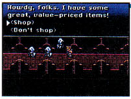


This train is headed for "the other side," a place that Sabin doesn't want to visit. Stop the train before it arrives there.

TO THE CABOOSE

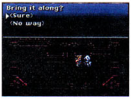
Before turning left and heading for the Engine, where the brakes are, turn right and go to the Caboose to find a Save Point.

GHOSTS *SOME ARE FRIENDLY*

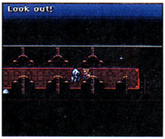


Howdy, folks. I have some great, value-priced items!
▸(Shop)
(Don't shop)

Although it's random, sometimes one of the Ghosts will join you and help you fight.



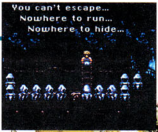
Bring it along?
▸(Sure)
(No way)



Look out!

ON THE ROOF

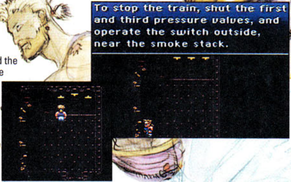
Climb the ladder and walk over the rooftop to reach the front of the train.



You can't escape...
Nowhere to run...
Nowhere to hide...

HIT THE BRAKES

In the Engine, you'll see switches on the wall that operate the train's brakes. You have to flip the right ones.



To stop the train, shut the first and third pressure valves, and operate the switch outside, near the smoke stack.

Flip the Left Switch and the Right Switch to stop the train. Don't touch the switch in the center.

GOBS O' GHOSTS GHOST TRAIN

Now exit the Engine control room and walk to the front of the car and flip the switch there to stop the train.

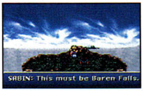
Fight
Blitz
Item
354
361
332

Got Tent × 1

SABIN 207
CYAN 132
SHADOW 133

BAREN FALLS *TAKE THE PLUNGE*

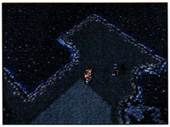
After you defeat the Phantom Train, go to Baren Falls and jump in. You'll be carried to the Veldt region.


SABIN: This must be Baren Falls.

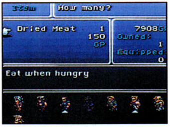
Jumping into Baren Falls looks dangerous, but it's the only way to get out of the forest.

THE VELDT *LAND OF THE WILD MAN*

After you fight on the Veldt, a wild and hungry man-boy will sometimes appear then run off. Go to Mobliz and buy Dried Meat. When you feed him, he'll join you.



People in Mobliz will tell you about the wild boy on the Veldt. His father abandoned him at birth.

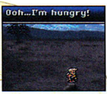

Item | How many?

Dried Meat 1
150 GP

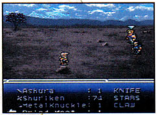
7908GP
Owned: 1
Equipped: 0

Eat when hungry

Go to the Item Shop in Mobliz and buy Dried Meat. Sleep for free in the back room of the Relic Shop.

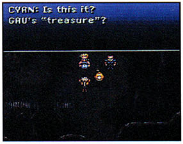

Ooh...I'm hungry!

The next time Gau, the wild boy, shows up, give him Dried Meat. He is a valuable party member.


Ashura : 1 KNIFE
Shuriken :74 STARS
MetalKnuckle: 1 CLAW

SHINY TREASURE

Gau says that he's hiding a shiny treasure in a cave in Crescent Mountain. It's a Diving Helmet!

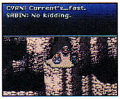

CYAN: Is this it?
GAU's "treasure"?

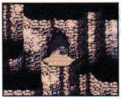
With Gau's Diving Helmet, you can swim underwater. Now you can investigate the Serpent's Trench that a man in Mobliz mentioned.

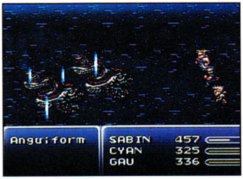
SERPENT TRENCH *TRAVEL UNDERWATER*

Even though Gau is skeptical, you can swim using the Diving Mask. Jump into the Serpent's Trench and get ready for a wild ride. Take any of the routes shown.

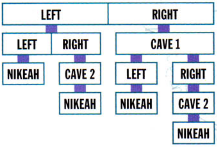
The point where you can jump into the Serpent Trench is just outside Gau's Cave.

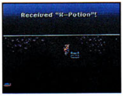

CYAN: Current's...fast.
SABIN: No kidding.




Anguiform

SABIN 457
CYAN 325
GAU 336

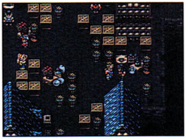


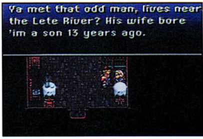

Received "X-Potion"!

You can take any of the routes show above, but you can follow the most direct route by turning left at the first two forks in the river.

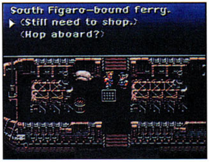
NIKEAH *SEASIDE TOWN*

Nikeah is a sleepy village. Upgrade your armor and buy all of the supplies that you can afford, then go to the dock and talk to the captain. When you set sail, you'll end up with the others in Narshe.




Ya met that odd man, lives near the Lete River? His wife bore 'im a son 13 years ago.

Buy all of the armor and supplies that you can, then talk to everyone in town before heading for the ship docked in the harbor.

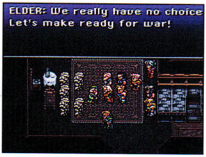

South Figaro-bound ferry.
▶ (Still need to shop.)
(Hop aboard?)

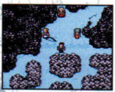
You can't leave the area on foot. When you approach the captain, he'll tell you that the ship is bound for South Figaro. You'll actually end up in Narshe.

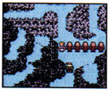
KEFKA

KEFKA'S ARMY INVADES NARSHE

The entire group assembles once more at the old Returner's house in Narshe. While they're trying to convince the city elder that they must rise up and resist the Empire, Kefka's troops attack the town. Now you have no choice—your people must fight for their lives. Before the fighting begins, assemble three teams and equip them with weapons, armor, relics and magic, then go take them on.


ELDER: We really have no choice
Let's make ready for war!


Protect Banon. Post your parties where they will prevent Kefka's soldiers from reaching him.

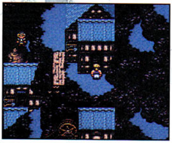

Kefka sends man after man out to do battle while he himself waits safely behind the lines.

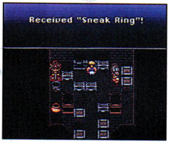
You won't be able to defeat Kefka. Like the coward that he is, he'll turn tail and run.

NARSHE

SEARCH FOR TREASURE

Before departing from town, search the building for hidden treasure. In one of the buildings, you'll find several Treasure Chests that hold a bounty of booty.



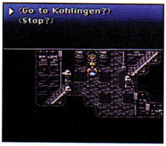

Received "Sneak Ring"!

There are lots of Treasure Chests in a single room. All of the chests except for one will open easily. That last chest is a mystery.

FIND FIGARO

RETURN TO THE CASTLE

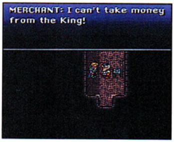
If you return to Figaro Castle with both Edgar and Sabin in your party, you'll learn about their mysterious past. After exploring the castle and resting in the beds upstairs, talk to the engine operator in the room downstairs. He'll offer to take the castle to Kohlingen.

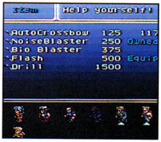

▶ (Go to Kohlingen?)
(Stop?)

EDGAR: SABIN, let's settle this with a toss of a coin.

If you put Edgar and Sabin in your party, you'll see the story of their past played out. The haunting scenes explain why Sabin left his home.

SHOP IN THE CASTLE


MERCHANT: I can't take money from the King!


Item | Help yourself!

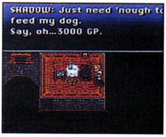
AutoCrossbow 125 117
NoiseBlaster 250 Owned
Bio Blaster 375
Flash 500 Equip
Drill 1500

Put Edgar at the head of your party before shopping in the Castle. The shopkeepers refuse to charge their king full price, so you'll get a nice discount.

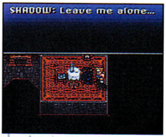
KOHLINGEN

SHADOW SIGNS UP

If you have room in your traveling party when you go to Kohlingen, Shadow will join you. Getting him to enlist will cost you, though, so take lots of cash.


SHADOW: Just need 'nough to feed my dog.
Say, oh...3000 GP.

Take only three people with you to Kohlingen so Shadow can join you.


SHADOW: Leave me alone...

If you don't have 3000 GP, Shadow will give you the big brush off.

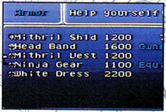
JIDOOR

HEAD NORTH

Jidoor is a small town to the north of Kohlingen. It's known for its Auction House and for the collection of fine art owned by its wealthiest resident, Owzer.

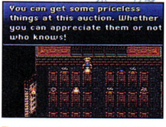
Maria, the opera singer, is gorgeous!

When you talk to the townspeople, you'll hear about a famous Opera singer named Maria.


Armor | Help yourself!

Mithril Shld 1200 7
Head Band 1600 Owne
Mithril Vest 1200
Ninja Gear 1100 Equi
White Dress 2200

Stock up on supplies in Jidoor. Buy newer, better weapons and armor and buy lots of potions.


You can get some priceless things at this auction. Whether you can appreciate them or not who knows!

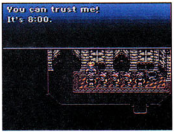
There are valuable items on the block in the Auction House, but you'll have to come back when it's open.

You're the spittin' image of Maria! Huh? Haven't heard of her? She's a famous opera singer!

Visit Owzer's house to admire his art collection, and get some interesting information by talking to him.

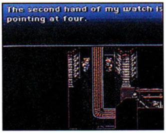
ZOZO *CITY OF LIARS*

As the people of Jidoor warned you, Zozo is full of liars. There is one person who tells the truth, and he says only that the town is dangerous. And he's right! You'll be attacked at every turn as you explore.



You can trust me!
It's 8:00.

You can't trust most of the people in Zozo. They won't even give the correct time of day.

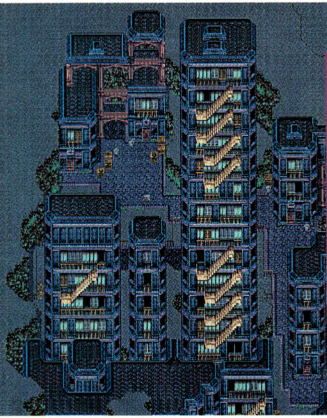


The second hand of my watch i
pointing at four.

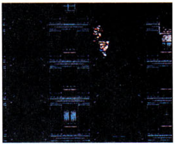
Different people will tell you what time it is, all right, but you can't believe them.

THE TOWER *A DANGEROUS CLIMB*

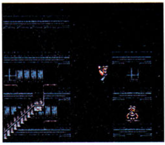
There are enemies at every turn as you climb the Tower. Attempt it only when you're well-supplied.



Jump from stairwell to stairwell as you work your way to the top of the Tower of Zozo.



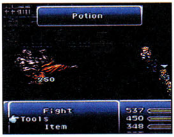
Obstructions on stairwells keep you from climbing straight to the top of the Tower. You must jump back and forth between buildings.



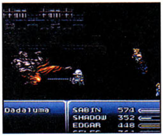
The other men jumping back and forth between the buildings will give you some clues about setting a clock you'll find later.

DADALUMA *NEAR THE TOP*

On the second floor from the top of the building, you'll meet Dadaluma, a wicked being with a stockpile of Potion. He keeps repairing the damage you inflict, so it will be a long battle. Protect yourself.



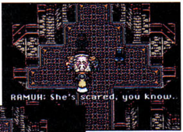
Dadaluma has lots of Potion in reserve, and he uses it frequently to heal himself during battle.



Use protective Relics and Armor when you fight Dadaluma. The fight will be long and fierce.

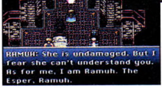
RAMUH *ABOUT MAGICITE*

At the top are Terra and Ramuh, an Esper. Ramuh tells of the War of the Magi and asks you to free the Espers trapped in the Empire's Magitek Research Center so they can help Terra. The Empire is draining their magic—and lives. Ramuh then turns himself into Magicite.

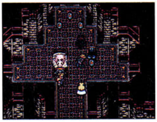


RAMUH: She's scared, you know..

Ramuh tells about the sealed door that separates the realm of the Espers from humans who would try to steal and misuse their magic.

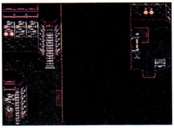


RAMUH: She is undamaged. But I fear she can't understand you. As for me, I am Ramuh. The Esper, Ramuh.

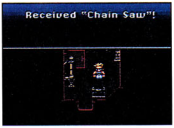


THE CLOCK *SET THE TIME*

Set the clock in the Cafe at 6:10:50 to make the wall open. Open the chest with the Chain Saw.



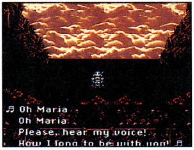
Set the clock in the Cafe to the correct time to make the wall open.



Received "Chain Saw"!

Open the Treasure Chest in the next room to get the Chain Saw.

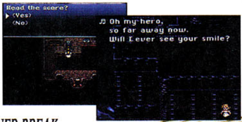
THE OPERA HOUSE *A SAD TALE*



♬ Oh Maria
Oh Maria
Please, hear my voice!
How I long to be with you! ♬

When you talk to the Impresario, you'll learn that Setzer is after Maria. You want to meet him and use his Airship, so Celes agrees to stand in for Maria in tonight's opera. She must memorize the script and fill in the right lines to successfully fool Setzer.

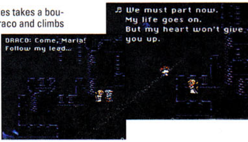
Celes must read the script and memorize the lines to the song that is the opera's opening number.



Read the score?
▶ (Yes)
(No)

♬ Oh my hero,
so far away now.
Will I ever see your smile?

After the first song, Celes takes a bouquet of flowers from Draco and climbs to the upper balcony of the castle.



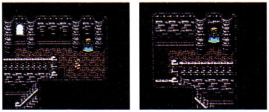
DRACO: Come, Maria!
Follow my lead...

♬ We must part now.
My life goes on.
But my heart won't give
you up.

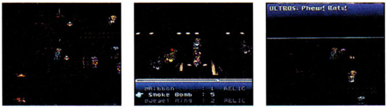
To complete the scene, Celes throws the flowers off the balcony in the moonlight.

INTERMISSION *AN UNPLANNED BREAK*

Suddenly, Ultros appears in the rafters above the stage, threatening to drop a deadly weight on Celes. You'll have five minutes to climb up and stop him.



Equip Sprint Shoes and run to the right side of the stage. Flip the wall switch on the right to open the left stage door.

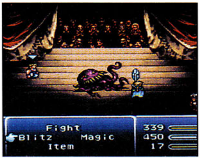


Ribbon : 1 RELIC
Smoke Bomb : 5
Jewel Ring : 2 RELIC

ULTROS: Phew! Rats!

After climbing onto the rafters, avoid as many fights as you can by using Smoke Bombs. Work your way to the right and up to Ultros.

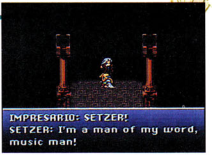
VLTROS *THE RETURN*



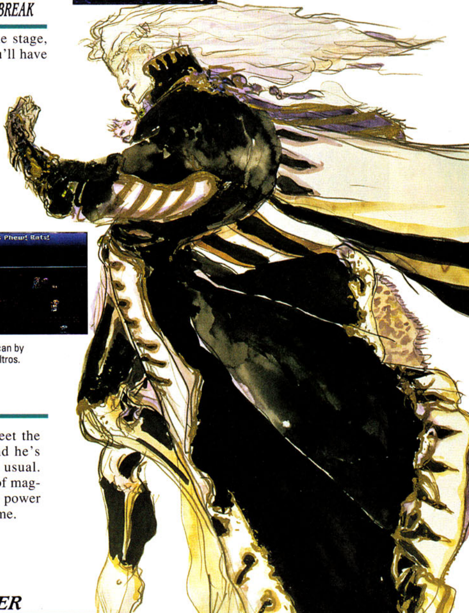
Once again, you meet the tentacled terror, and he's causing trouble, as usual. Use a combination of magic spells and muscle power to defeat him this time.

SETZER *AIRSHIP ENGINEER*

Setzer shows up for a curtain call, and he whisks you away in his Airship. At first upset at the ruse, he is soon intrigued by your story. An adventurer at heart, he decides to help you out.

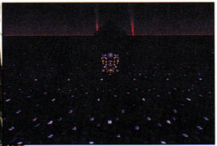


IMPRESARIO: SETZER!
SETZER: I'm a man of my word, music man!



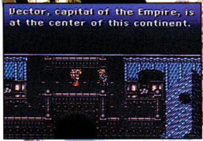
SETZER'S SHIP
AIRBORNE ADVENTURE

Your first flight is an awesome experience, as you float through the darkened sky toward Vector and beyond to Albrook.



ALBROOK
SOUTHERN CONTINENT

When you talk to people in Albrook, you'll hear that something is being built to the east.

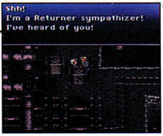


Vector, capital of the Empire, is at the center of this continent.

Albrook is a small village on the southern continent.

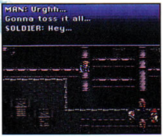
VECTOR *MOUNTAIN VILLAGE*

Talk to the villagers in Vector. One man you'll talk to sympathizes with the Returners, and he'll help you find a way to get to the Magitek Factory.



Shh!
I'm a Returner sympathizer!
I've heard of you!

One of the villagers is a Returner sympathizer who will help you.

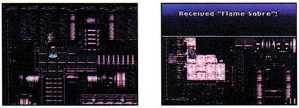


MAN: Urghh...
Gonna toss it all...
SOLDIER: Hey...

The man distracts the guards so you can sneak past the factory.

THE FACTORY *MAGITEK MACHINERY*

Inside the Magitek Factory is a maze of pipes and conveyor belts. Search everywhere to find tresures and openings that lead to new sections.

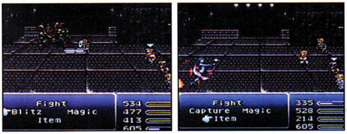


Received "Flame Sabre"!

There are many valuable treasures inside the factory . Make your way climbing through the pipes and riding the conveyors.

ESPERS *FRIEND OR FOE?*

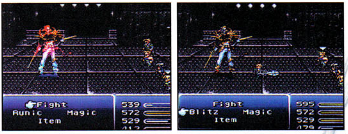
Ride the conveyor belts to find the Espers Ifrit and Shiva. When you first meet them, they instinctively fight, but they soon cease fighting and turn themselves into Magicite for you to use against Kefka.



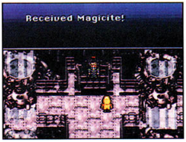
Ifrit and Shiva start to fight, but when they realize that you're fighting against Kefka, they turn themselves to Magicite. Ifrit has the powers of fire, while Shiva gives you the power to freeze.

#024 *MEAN MACHINE*

Your first major challenge inside the factory is beating Machine #024. Its weaknesses are constantly changing, so magic isn't very effective against it. Use weapons and the strongest attacks you have.



The mean machine known as #024 changes constantly, so it's hard to select magic spells that will cause major damage. Use straight-forward attacks, and keep your energy up to survive its onslaught.

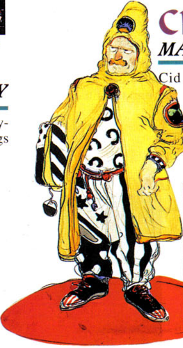


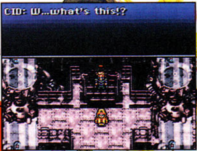
Received Magicite!

The Magitek Factory is an Esper graveyard. The Magicite they yielded is now in the twisted hands of Kefka.

CID
MAD SCIENTIST

Cid is the brains behind the Factory. He was the one who figured out how to turn Espers into Magicite. Seeing how Kefka has used the factory, he now regrets creating it.



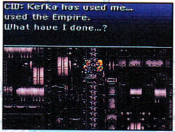


CID: W...what's this!?

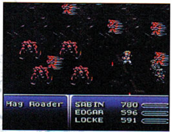
RUNAWAY TRAIN

RAPID TRANSIT

After Celes proves her loyalty by defeating Kefka and his guard, Cid escapes with you using an underground railway. You'll stop only to fight a Mag Roader.



CID: Kefka has used me... used the Empire. What have I done...?



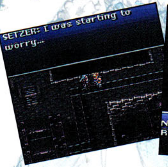
When you escape from the Magitek Factory, Cid goes with you. He's had his fill of Kefka.

The underground railway is rapid transportation, but you'll have to stop to battle a Mag Roader.

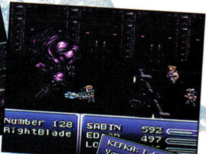
#128

MANIAC MACHINE

#128 is a machine gone mad, with razor sharp blades on the right and left. You'll have to dismantle the machine, piece by piece, until it's a smoldering pile of rubble, incapable of further destruction.

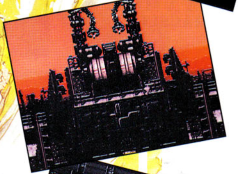


SETZER: I was starting to worry...



KEFKA: I don't think so...! You won't get away!

When you destroy mean machine #128, Setzer will sweep in with his Airship to pluck you out of danger. Kefka's not done yet, though. He has a couple more mechanical tricks up his sleeve in the form of two giant cranes that pursue the ship.

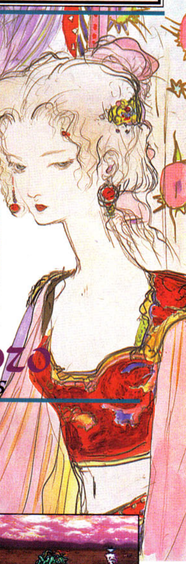


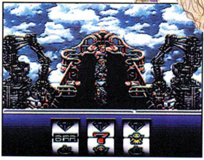
LOCKE: Let's not overstay our visit. We're outta here on the double!

CRANES

DOUBLE DANGER

Just when you think you're safe, Kefka's twin Cranes raise their ugly heads on the sides of the Airship.



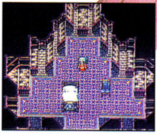


Use Setzer's Slot talent to battle Kefka's Cranes. His gambles will often pay off.

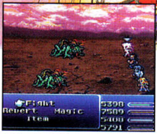
BACK TO ZOZO

TERRA REMEMBERS

When you return to Zozo, Terra's memory returns. She now knows that she is half human, half Esper, and that she was raised in the Esper world.



Terra can call upon both her human and Esper sides. For now, she becomes human.



During battle, Terra can morph into her Esper form and use more powerful magic.

GESTAHL: Shriek!!! Just when we were in reach of a veritable bonanza...!

TERRA!!!

GESTAHL: Your girl!? Eh!? Hmmm...Then she's half human and half... How absolutely fascinating!

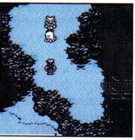
Terra was pulled from the Esper world when the gate sealed.

MOG

MOOGLE POWER

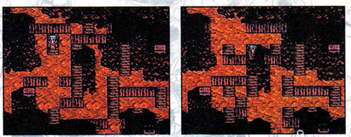
Learn to fly the Airship on your way back to Narshe. When you arrive, go to the caves and rescue Mog. When you do, the dancing Moogle will join you.

I am Lone Wolf, the pickpocket! I wanted that treasure!

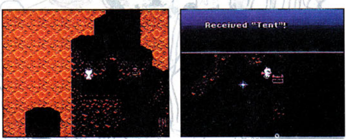


THE ESPER'S CAVE *A SEALED GATE*

A new plan is set in Narshe. The Returners need the Espers' help, but only Terra can reach them. They must open the Sealed Gate to plead their case. To reach the gate, they must slip through an Empire base.

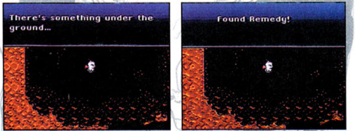


In the cave on the way to the Sealed Gate, there is a cavern filled with moving bridges. Watch the pattern to see where to stand.



Received "Tent"!

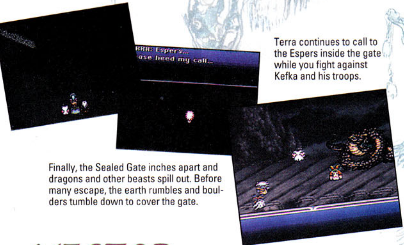
In the next cavern, pull the switches to make doors open and creatures and items appear. Search thoroughly before moving on.



There's something under the ground...

Found Remedy!

When you reach the Sealed Gate, Terra approaches it to plead with the Espers inside. Suddenly, Kefka and his men appear.



RRR: Espers...
ase heed my call...

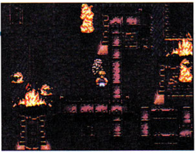
Terra continues to call to the Espers inside the gate while you fight against Kefka and his troops.

Finally, the Sealed Gate inches apart and dragons and other beasts spill out. Before many escape, the earth rumbles and boulders tumble down to cover the gate.

VECTOR

AFTER THE ESPERS

Vector is in flames when you return. The Espers had come to rescue their friends. When they learned what had happened to them, they attacked.

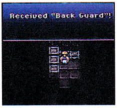


THE BANQUET *NO TIME TO DINE*

The Emperor has lost his will to fight, but he gives you four minutes to talk to as many people as you can. Move quickly around the compound, searching for people. The number of people that you find is important.

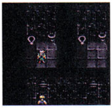
Mega Armor
SABIN 777
TERRA 960
LOCKE 700

Four of the soldiers would rather fight than talk, and fighting eats up valuable time.



Received "Back Guard"!

Don't waste time searching for items while the clock is running. Look for treasures later.

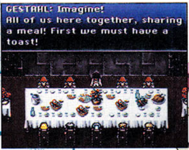


Don't talk to Kefka! He'll ramble on for almost 30 seconds. Chat with him during dinner.

CHAT WITH KEFKA *QUESTIONS AND ANSWERS*

After your four minutes are up, the Emperor will invite you to dine. During dinner, you'll have a question and answer session. Be careful—the questions and answers are all worth a certain number of points.

There are 24 people to talk to in the area. The number that you find determines how many of your wishes the Emperor will grant.



GESTAHL: Imagine!
All of us here together, sharing a meal! First we must have a toast!

WISHES

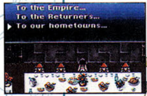
FREE SOUTH FIGARO

FREE DOMA CASTLE

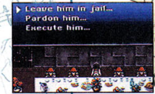
FREE THE FACTORY AT VECTOR

GET A MAGIC RING

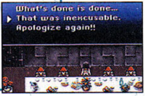
GET A MAGIC BRACELET



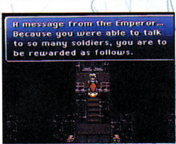
To the Empire...
To the Returners...
▶ To our hometowns...



▶ Leave him in jail...
Pardon him...
Execute him...

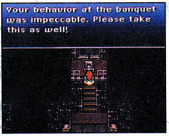


What's done is done...
▶ That was inexcusable.
Apologize again!!



A message from the Emperor...
Because you were able to talk to so many soldiers, you are to be rewarded as follows.

What the Emperor grants depends on how many people you found and which questions you asked.



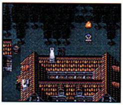
Your behavior at the banquet was impeccable. Please take this as well!

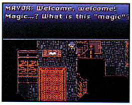
If you find and talk to all of the people, the Emperor might grant all of your wishes.

THAMASA

MAGIC VILLAGE

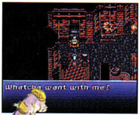
Travel next to Thamasa, on the Crescent Island. The people there have magical powers passed down over the centuries.



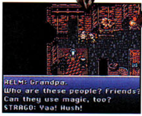


MAYOR: Welcome, welcome!
Magic...? What is this "magic"?

Even the children seem to have magic powers, though their elders tell them not to use them.

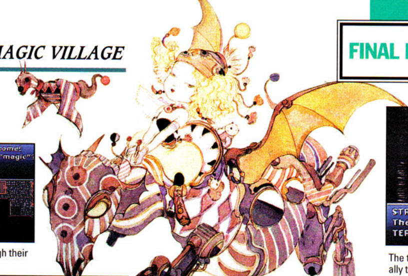


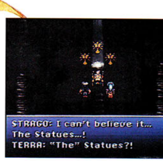
Whatcha want with me?



RELM: Grandpa.
Who are these people? Friends?
Can they use magic, too?
STRAGO: Yaa! Hush!

Here you'll meet Strago and Relm. Relm is Strago's granddaughter, and she's a talented artist who loves to paint. Even her paintings have a magical nature.





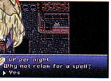
STRAGO: I can't believe it...
The Statues...!
TERRA: "The" Statues?!

The three golden statues are actually three goddesses who are the source of all magic.

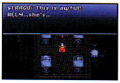
FIRE!

RESCUE RELM

That night, as you sleep in the Inn, Strago rushes in screaming. The house is afire, and Relm is trapped inside. Rescue her before the place burns up.

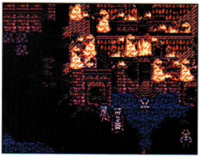


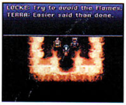
GP per night.
Why not relax for a spell?
▶ Yes



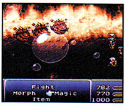
STRAGO: This is awful!
RELM...she's...

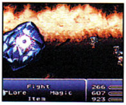
Just when the situations looks hopeless, Shadow drops in to help. He uses a Smoke Bomb to get everyone out alive. Strago, of course, is very grateful.



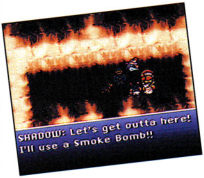


LOCKE: Try to avoid the flames.
TERRA: Easier said than done.





Interceptor takes an unexpected liking to Relm, which puzzles Shadow. Strago tells of a nearby cave with three golden statues and offers to take you there.

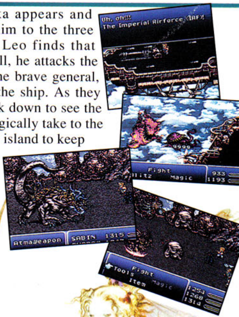


SHADOW: Let's get outta here!
I'll use a Smoke Bomb!!

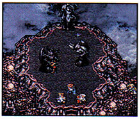
THE FLOATING ISLAND

AN ISLAND TAKES FLIGHT

Back in Thamasa, Kefka appears and thanks you for leading him to the three statues. When General Leo finds that Kefka had tricked them all, he attacks the mad tyrant. Kefka kills the brave general, and your party flees for the ship. As they sail safely away, they look down to see the island break away and magically take to the air. They must land on the island to keep Kefka from moving the statues out of balance.



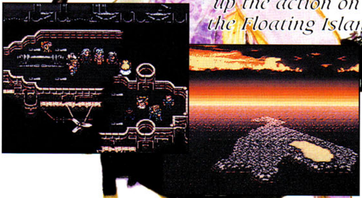
Uh, oh!!!
The Imperial Airforce (IAF)!



If the three golden images are moved, the World of Balance will be thrown into frightening chaos.

BALANCE...OR RUIN?

Can the Returners keep Kefka from destroying the World of Balance to satisfy his own greed? Find out in next month's 12-page feature that picks up the action on the Floating Island.



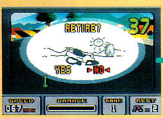
CLASSIFIED INFORMATION

Stunt Race FX

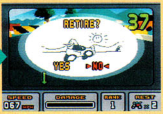
From Agent #489

Intermission Tricks

While this trick won't make playing Stunt Race FX any easier, you can use it to relax a little when you take a break. Anytime during a race you can pause the game by pressing the Start Button. While the game is paused, an animated car will drive across a black and white background. You can change the speed of the car by playing with the buttons on Controller I. Pressing L or R will slow the car down, pressing Y will speed the car up, and pressing Select will cause it to drive in reverse!


RETIRE?
37
YES ▶NO◀
SPEED
067
DAMAGE
RANK
1
REST
2

Anytime during the race press the Start Button to pause the game.


RETIRE?
37
YES ▶NO◀
SPEED
067
DAMAGE
RANK
1
REST
2

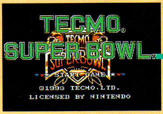
While the game is paused you can use Controller I to play with the demo car.

TECMO SUPER BOWL

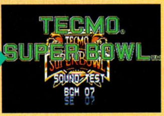
From Agent #301

Sound Test

Have you ever wondered how many different sounds developers use when they make a Super NES game? Well, all games are not created equal, but here is your chance to sample the makings behind Tecmo Super Bowl. When the Title Screen appears, press both the L and R Buttons at the same time on Controller I. When you release the buttons, a Sound Test will appear at the bottom of the screen. Scroll through the different sounds with Controller I, then play the sounds by pressing the A Button.


TECMO
SUPER BOWL
START GAME
©1993 TECMO.LTD.
LICENSED BY NINTENDO

When the Title Screen appears, press the L and R Buttons to access the Sound Test.


TECMO
SUPER BOWL
SOUND TEST
BGM 07
SE 07

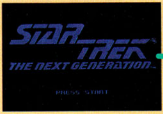
You can choose from the different sound effects and background music in the game with Controller I.

Star Trek: The Next Generation

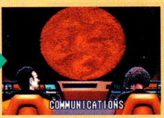
From Agent #996

Stage Warp

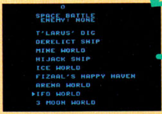
You can take your choice of any of the missions in Star Trek: The Next Generation when you input this simple code. Before you begin playing, wait until the Title Screen appears, then press Y, Y, X, X, A, A, B and B on Controller I. If you enter the code correctly, you should hear a quick musical tone. After you start a new game, press the Start Button at anytime to pause the game, then press Y to bring up the Stage Select Screen.


STAR TREK
THE NEXT GENERATION
PRESS START

Press Y, Y, X, X, A, A, B, B while you are on the Start Screen and you should hear a tone.


COMMUNICATIONS

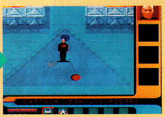
Press Start and begin playing a new game as you normally would.



```
        0
   SPACE BATTLE
    ENEMY: NONE

   T'LARUS' DIG
   DERELICT SHIP
   MINE WORLD
   HIJACK SHIP
   ICE WORLD
   FIZAAL'S HAPPY HAVEN
   ARENA WORLD
  ▶IFD WORLD
   3 MOON WORLD
```

Pause the game, then press the Y Button to bring up the Stage Select Screen.



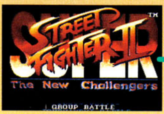
From this screen you can warp to anyplace in the game!

SUPER STREET FIGHTER II The New Challengers

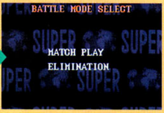
FROM AGENT #729

Special Group Battle

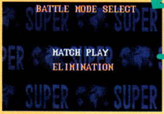
When you play a two-player Group Battle, you can normally only choose the same character twice, but with this code you can pick the same character as many times as you want. When you first fire up the game, select the Group Battle Mode and press the Start Button. On the Battle Mode Select Screen, press L, R, L, R, L, R, R and L on Controller II. Choose either Match or Elimination Mode, then select up to eight players. On the character select screen you'll be able to choose the same character as often as you want!


SUPER STREET FIGHTER II
The New Challengers
GROUP BATTLE

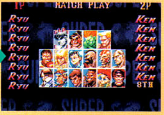
After you first turn on the game, select the Group Battle Mode.


BATTLE MODE SELECT
MATCH PLAY
ELIMINATION

On the next screen choose the Battle Mode Select option.


BATTLE MODE SELECT
MATCH PLAY
ELIMINATION

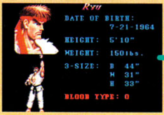
On Controller II, press L, R, L, R, L, R, R, then L.


1P
MATCH PLAY
2P
Ryu
Ryu
Ryu
Ryu
Ryu
Ryu
Ryu
Ryu
Ken
Ken
Ken
Ken
Ken
Ken
Ken
8TH

Now you can set up an eight-round fight against any fighter of your choice.

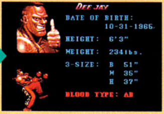
Character Profiles

If you don't press the Start Button when the Title Screen appears, Fighter Profile Screens will appear, followed by a demo of that character fighting. When the first Profile Screen appears, press and hold the L and R Buttons on Controller II. As long as you are holding down the buttons, the game will file through all of the profiles instead of returning to the Title Screen. This will give you a chance to memorize all of your favorite fighter's statistics!



RYU
DATE OF BIRTH: 7-21-1964
HEIGHT: 5'10"
WEIGHT: 150lbs.
3-SIZE: B 44" W 31" H 33"
BLOOD TYPE: O

When you first turn on the game, wait until a Character Profile Screen appears, then hold L and R.



DEE JAY
DATE OF BIRTH: 10-31-1965
HEIGHT: 6'3"
WEIGHT: 234lbs.
3-SIZE: B 51" W 35" H 37"
BLOOD TYPE: AB

As long as you hold down the buttons, the game will scroll through the character profiles.

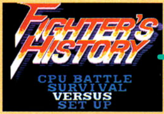
FIGHTER'S HISTORY

FROM AGENT #616

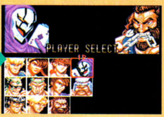
Boss Code

Like all great fighting games, you best include a Boss Code, and Fighter's History has done just that! When the Title Screen fades in, quickly press Right, Right, Up, Up, L and R on Controller I. If you enter the code correctly, you should hear a tone. When you begin a new game, you can choose either of the bosses as your fighter.

When the Title Screen appears, press Right, Right, Up, Up, L and R.


FIGHTER'S HISTORY
CPU BATTLE
SURVIVAL
VERSUS
SET UP

When the Title Screen fades in, then press Right, Right, Up, Up, L and R.


PLAYER SELECT
1P

When you begin a new game, you will be able to choose a boss for your character.

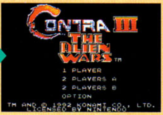
CONTRA III THE ALIEN WARS

FROM AGENT #822

Quick End

If you are playing Contra III: The Alien Wars, you can use this trick to reset the game without getting up off your duff. While the action is hopping, hold the L, R, and Start Buttons, then press Select to reset the game. This code may not seem very special, but if you're not careful, you may enter it by accident! Starting from the beginning of the game could break any gamer's heart.

Anytime during the game, hold L, R, and Start, then press the Select Button.


CONTRA III
THE ALIEN WARS
1 PLAYER
2 PLAYERS A
2 PLAYERS B
OPTION
TM AND © 1992 KONAMI CO., LTD.
LICENSED BY NINTENDO

Your game will be automatically reset without touching the Reset Button.

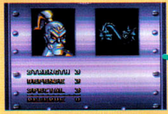
CLASSIFIED INFORMATION

From Agent #385

Attribute Bonus

When you play Double Dragon V: The Shadow Falls, you can adjust the abilities of your fighter, but you normally must sacrifice one of your attributes to improve another. With these codes you receive as many bonus points as you like! When you enter one of these codes, go to the Mode Select Screen and use Controller I. If you enter the code when you play a two-player game, both players will receive the extra bonus points.

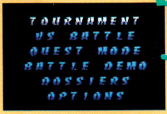
+2 points	**L,L,L,R,L,R,L,R**
+4 points	**Up, Right, Down, Left, Down, Right, R, R**
+6 points	**Right, Down, Down, Left, Up, Right, L, R, L, R, L, R**


STRENGTH 3
DEFENSE 3
SPECIAL 3
RESERVE 0

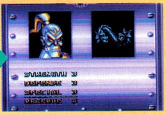
You can adjust your character's abilities without these codes, but you'll lose points in other areas.

DOUBLE DRAGON V
THE SHADOW FALLS

At the Title Screen, press the Start Button to go to the Mode Select Screen.


TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
DOSSIERS
OPTIONS

Enter the correct button combination on Controller I, for the code you want to use.

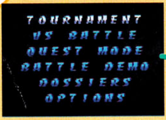

STRENGTH 3
DEFENSE 3
SPECIAL 3
RESERVE 6

Now you can use the extra points to improve any of your abilities.

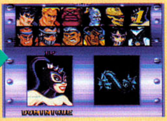
Boss Code

If you want to use one of the bosses as your fighter, press the Start Button when the Title Screen appears. At the Mode Select Screen, press L, R, Up, L, L, Down, R and R on Controller I. If you enter the code correctly, you should hear an evil laugh. Begin a new game and there will be two new fighters on the Fighter Select Screen.

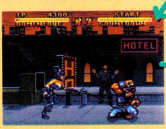
On the Mode Select, press L, R, Up, L, L, Down, R, R.


TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
DOSSIERS
OPTIONS

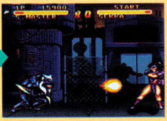
Enter the Boss Code while you are on the Mode Select Screen.



You can choose either of the bosses as your fighter.


1P 4300
START
DOMINIQUE
83
COUNTDOWN
HOTEL

Dominique uses her powerful whip to keep her enemies at bay.


1P 15900
START
80

The Shadow Boss uses every trick in the book to finish off the competition.

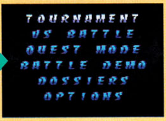
Continue Code

If you want to add a few Continues to your game, enter the following code when you are on the Mode Select Screen. On Controller I, press Left, Right, Left, Right, L, L, R, R, R and you will hear someone say "Fight." If you lose a battle while you are in the Quest Mode, you'll have nine Continues instead of the normal three.

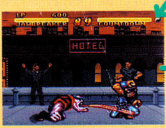
On the Mode Select, press Left, Right, Left, Right, L, L, R, R, R.

DOUBLE DRAGON V
THE SHADOW FALLS

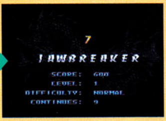
At the Title Screen, press Start to go to the Mode Select Screen.


TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
DOSSIERS
OPTIONS

On Controller I press Left, Right, Left, Right, L, L, R, R, and R.


1P 600
JAWBREAKER
89
COUNTDOWN
HOTEL

Start a Quest Mode or Tournament Match game and start fighting.


7
JAWBREAKER
SCORE: 600
LEVEL: 1
DIFFICULTY: NORMAL
CONTINUES: 9

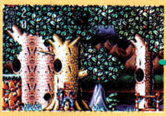
If you lose the battle, you'll still have nine chances to beat your enemy.

FROM AGENT #214

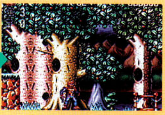
Multi-Bonus Code

With the help of this code from Agent #241, you should be able to make quick work of even the toughest bosses in Jim Power: The Lost Dimension in 3D. When you begin a new game, quickly find a place safe from enemy attacks, then press X, A, B, Y, A, B, Y, X, B, Y, X, A, Y, X, A and B on Controller Ⅱ. If you enter the code correctly, you should hear a tone. After you have entered the code, you can use Controller Ⅱ to access several Bonus Power-Ups that will help you make it through the game.

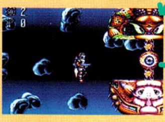
L Button	**Level Skip**
Left	**Nine Keys**
Up	**Nine Lives**
Down	**Nine Bombs**
Right	**Reset Timer**



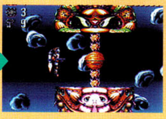
Begin a new game and find a place that is safe from enemy attacks.



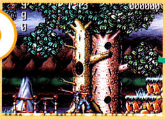
On Controller Ⅱ, press X, A, B, Y, A, B, Y, X, B, Y, X, A, Y, X, A and B, then you will hear a tone.



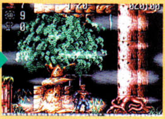
After the code has been entered, you can press the L Button on Controller Ⅱ to skip to the next level.



If you press Left on Controller Ⅱ, you will receive nine extra keys.



Pressing Up on Controller Ⅱ will give the maximum number of extra men.



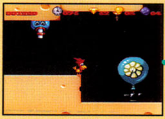
You can also refill your bombs by pressing Down on Controller II.

ALFRED
AC
CHICKEN

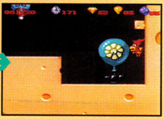
FROM AGENT #100

Chicken Warp

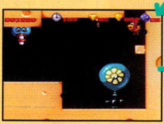
If you're having trouble making it through Super Alfred Chicken, use this Secret Warp to skip to the later stages of the game. When you first start the game, work your way through Stage 1 until you locate a giant Sunflower Balloon. Without releasing the balloon, work your way to the right side of the screen and jump straight up to find a hidden block. Use the block to jump up and left off the screen, then walk left to find the Secret Warp!



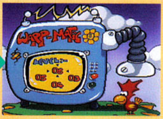
Work you way through Stage 1 until you find the giant Sunflower Balloon.



Jump up on the right side of the screen to find the hidden block.



Use the block to jump off the screen, then walk to the left.



You can warp all the way to Stage 6 with this secret warp.

SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
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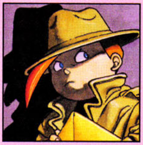
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



MORTAL KOM

HIDDEN KOMBATANTS

SMOKE

You can find Smoke when you are fighting on the Portal Stage. Use Uppercuts against your opponent to make the Toasty man appear. If he shows up in the bottom right corner, quickly press Down and Start and you will warp back to Goro's lair, where you will face the mighty Smoke. If you want to warp to Smoke the easy way, wait until the Character Select Screen appears, then quickly press Up, Left, Up, Up, Right and Select. If you enter the code correctly, you will hear a swishing sound. After you select your character, you will face Smoke.

JADE

Jade is a special female fighter that looks like a dead ringer for Kitana and Mileena. Players can find this secret fighter when they make it to the round just below the question mark on the Match Chart. While it doesn't matter who you are facing in this round, it does matter how you beat them. Win one round using only the Low Kicks (A Button). You can sweep or jump kick, but you can NOT Block if you want to find Jade. If you want to find Jade the easy way, wait until the Character Select Screen appears, then quickly press Up, Down, Down, Left, Right and Select. After you hear the swishing sound, select any fighter and you'll warp to Jade!

NOOB SAIBOT

The legendary dark ninja, Noob Saibot, can only be found by players who can win 50 fights in a row. If you think this is too time consuming, then try this code. When the Character Select Screen appears, quickly press Left, Up, Down, Down and Right. After you hear the swishing sound, select any fighter and you'll warp to Noob.

KINTARO

Need a little practice against this big boy? Then look no further! When the Character Select Screen appears, press Up, Down, Down, Right, Right and Select. If you enter the code correctly, you'll hear that familiar swishing sound once again. Pick your best fighter and start fighting because here comes Kintaro!

SHAO KHAN

Who wants to waste their energy against a bunch of weak pathetic fools? Head right to the top of the Tournament with this code. At the Character Select Screen, quickly press Right, Up, Up, Right, Left and Select. If you hear the swishing sound, then you entered the code correctly. After you pick your fighter, you're off to fight the Shao Khan!

LIU KANG

SPECIAL MOVES

Flying Kick	Press Forward, Forward + High Kick (X).
Bicycle Kick	Hold Low Kick (A) for 3 or 4 seconds, then release.
Low Fireball	Press Forward, Forward + Low Punch (B).
High Fireball	Press Forward, Forward + High Punch (Y).

FINISHING MOVES

Dragon Snack	Stand 1 step away. Press Down, Forward, Back, Back, then a High Kick (X).
Fatal Uppercut	Stand 2 steps away. Hold Block, then rotate the CONTROL PAD 360° counter clockwise starting from the Back position.
Babality	Press Down, Down, Forward, Back, then a Low Kick (A).
Friendship	Press Forward, Back, Back, Back, then a Low Kick (A).
K Tomb/ Pit II	Press Down, Back, Forward, Forward, then a Low Kick (A).

SCORPION

SPECIAL MOVES

Spear	Press Back, Back + Low Punch (B).
Takedown	Press Forward,Down/Forward, Down, Down/Back, Back + Low Kick (A).
Teleport	Press Down, Down/Back, Back + High Punch (Y).
Air Throw	Press Block while both fighters are in the air.

FINISHING MOVES

Toasty*	Press Down, Down, Up, Up, then a High Punch (Y).
Little Toasty	Stand about 5 steps away. Now quickly press Up, Up, then a High Punch (Y).
Zorro Slash	Start the move 2 steps back, then move in close. Hold the High Punch (Y) for 2 seconds, then press Down, Forward, Forward, Forward quickly and release the High Punch.
Babality	Press Down, Back, Back, then your High Kick (X).
Friendship	Press Back, Back, Down, then your High Kick (X).
K Tomb/ Pit II	Press, Down, Forward, Forward, then Block.

MILEENA

SPECIAL MOVES

Teleport	Press Forward, Forward + Low Kick (A).
Roll	Press Back, Back, Down + High Kick (X).
Sai Toss	Hold High Punch (Y), then release it.

FINISHING MOVES

Man Eater	Get very close to the opponent. Hold High Kick (X) down for 2 seconds, then release.
Sai Pummel	Get very close to the opponent. Press Forward, Back, Forward, then a Low Punch (B).
Babality	Press Down, Down, Down, then a High Kick (X).
Friendship	Press Down, Down, Down, Up, then a High Kick (X).
K Tomb/ Pit II	Press Forward, Down, Forward, then a Low Kick (A).

KUNG LAO

SPECIAL MOVES

Shield*	Press Up, Up + Low Kick (A).
Teleport	Press Down then Up.
Hat Throw	Press Back, Forward + Low Punch (B).
Air Dive	Jump, then press Down + High Kick (X).

FINISHING MOVES

Siamese Cut	Stand 2 steps back. Press Forward, Forward, Forward, then a Low Kick (A).
Hats Off	This can be done from anywhere on the screen. Hold down the Low Punch (B). Now press Back, Back, Forward, then release the Low Punch but continue to hold Forward. NOTE! You must aim the hat at your enemy's neck.
Babality	Press Back, Back, Forward, Forward, then a High Kick (X).
Friendship	Press Back, Back, Back, Down, then a High Kick (X).
K Tomb/ Pit II	Press Forward, Forward, Forward, then your High Punch (Y).

RAYDEN

SPECIAL MOVES

Torpedo	Press Back, Back, Forward.
Teleport	Press Down then Up.
Lightning	Press Down, Down/Forward, Forward + Low Punch (B).
Electrocute	Hold High Punch (Y) for 3 seconds then release when next to your opponent.

FINISHING MOVES

Head Explosion	Stand close to the opponent. Hold the High Punch (Y) for 8 seconds, then release.
Death Penalty	Stand close to the opponent. Hold the Low Kick (A) for 5 seconds, then release it. Once Raiden grabs the opponent, press Low Kick (A) and Block at the same time.
Babality	Press Down, Down, Up, then a High Kick (X).
Friendship	Press Down, Back, Forward, then a High Kick (X).
K Tomb/ Pit II	Hold Block. Press Up, Up, Up, then a High Punch (Y).

REPTILE

SPECIAL MOVES

Acid Spit	Press Forward, Forward + High Punch (Y).
Power Slide	Press Back, Low Punch (B), Low Kick (A) and Block at the same time.
Force Ball	Press Back, Back + High and Low Punches (Y+B).
Invisibility	Hold Block, press Up, Up, Down, release Block then press High Punch (Y).

FINISHING MOVES

Inviso-slice	Stand next to the opponent. First turn invisible. Now press Forward, Forward, Down, then a High Kick (X). You reappear after the opponent is sliced.
Tongue Lash	Stand 3 body lengths away from your opponent. Press Back, Back, Down, then a Low Punch (B).
Babality	Press Down, Back, Back, then a Low Kick (A).
Friendship	Press Back, Back, Down, then a Low Kick (A).
K Tomb/ Pit II	Press Down, Forward, Forward, then Block.

MBAT II SPECIAL

When we caught rumor that there were codes for Mortal Kombat II, we pulled out all the stops and went hunting for them. You wouldn't believe what we went through to get these codes! These codes are hot, so don't lose this issue. If you do, you're going to miss out on the biggest code scoop around!

BARAKA

SPECIAL MOVES

Spark Toss	Press Down, Down/Back, Back + High Punch (Y).
Shredder	Press Back, Back, Back + Low Punch (B).
Big Chop	Press Back + High Punch (Y).

FINISHING MOVES

Decapitation	Be close to the opponent. Hold Block and press Back, Back, Back, Back, then a High Punch (Y).
Give 'em a Lift	Stand next to the opponent. Press Back, Forward, Down, Forward, then a Low Punch (B).
Babality	Press Forward, Forward, Forward, then a High Kick (X).
Friendship*	Press Up, Up, Forward, Forward, then a High Kick (X).
K Tomb/ Pit II	Press Forward, Forward, Down, then a High Kick (X).

KITANA

SPECIAL MOVES

Fan Swipe	Press Back + High Punch (Y).
Fan Lift	Press Back, Back, Back +High Punch (Y).
Fan Throw	Press Forward, Forward + High and Low Punches (Y+B).
Air Attack	Press Forward, Down/Forward, Down, Down/Back, Back + High Punch (Y).

FINISHING MOVES

Kiss of Death	Stand very close to the opponent. Hold down the Low Kick (A), then press Forward, Forward, Down, Forward. Now release the Low Kick.
Head Chop	Stand close to the opponent. Press Block, Block, Block, then a High Kick (X).
Babality	Press Down, Down, Down, then a Low Kick (A).
Friendship*	Press Down, Down, Down, Up, then a Low Kick (A).
K Tomb/ Pit II	Press Forward, Down, Forward, then a High Kick (X).

JOHNNY CAGE

SPECIAL MOVES

High Fireball	Press Forward, Down/Forward, Down, Down/Back, Back + High Punch (Y).
Low Fireball	Press Back, Down/Back, Down, Down/Forward, Forward + Low Punch (B).
Shadow Kick	Press Back, Forward + Low Kick (A).
Shadow Uppercut	Press Back, Down, Back + High Punch (Y).
Splits	Press Down, Block + Low Punch (B).

FINISHING MOVES

Torso Rip-off	Stand very close. Press Down, Down, Forward, Forward, then a Low Punch (B).
Heads Up	Stand 1 step away. Press Forward, Forward, Down, then Up. NOTE! Hold DOWN on the CONTROL PAD, a Low Punch (B), a Low Kick (A) and Block at the same time. Do this as the Fatality begins and you will knock off 3 heads instead of one.
Babality	Press Back, Back, Back, then a High Kick (X).
Friendship	Press Down, Down, Down, Down, then a High Kick (X).
K Tomb/ Pit II	Press Down, Down, Down, then a High Kick (X).

JAX

SPECIAL MOVES

Air Slash	Press Forward, Down/Forward, Down, Down/Back, Back+ High Kick (X).
Ground Slam	Hold Low Kick (A) for three second, then release.
Gotcha	Press Forward, Forward + Low Punch (B).
Back breaker	Block when your opponent is in the air.

FINISHING MOVES

Give 'em a Hand	Stand 1 step away. Press Block, Block, Block, Block, then a Low Punch (B).
The Clapper*	Stand close to the opponent. Hold the Low Punch (B), then press Forward, Forward, Forward, and release the Low Punch.
Babality*	Press Down, Up, Down, Up, then a Low Kick (A).
Friendship*	Press Down, Down, Up, Up, then a Low Kick (A).
K Tomb/ Pit II*	Press Up, Up, Down, then a Low Kick (A).

SUB-ZERO

SPECIAL MOVES

Ice Blast	Press Down, Down/Forward, Forward + Low Punch (B).
Power Slide	Press Back, Low Punch (B), Low Kick (A) and Block at the same time.
Ground Freeze	Press Down, Down/Back, Back + Low Kick (A).

FINISHING MOVES

Deep Freeze	This is a two-part Fatality. Do the first set of moves from one body length away, then do the second set near the opponent. First press Forward, Forward, Down, then a High Kick (X). Next press Forward, Down, Forward, Forward, then a High Punch (Y).
Ice Grenade	You must be across the screen. Hold down the Low Punch (B), then press Back, Back, Down, Forward, then release the Low Punch (B).
Babality	Press Down, Back, Back, then a High Kick (X).
Friendship	Press Back, Back, Down, then a High Kick (X).
K Tomb/ Pit II	Press Down, Forward, Forward, then a Block.

KOMBAT OPTIONS

ELIMINATION MODE

If you want to rip into your friends with a special Elimination Mode, then check out this code. When the Start Screen appears, hold the L and R Buttons on Controller I, then press Start. The Elimination Mode will allow players to test their skills in back-to-back fights using their favorite four fighters!

SECRET INTRO SCREEN

When you first turn on the Power, hold the L and R Buttons on Controller I. After the Acclaim Logo fades out, Shao Kahn and Kintaro will appear and start beating up on the logo.

SHANG TSUNG

SPECIAL MOVES

One Fireball	Press Back, Back + High Punch (Y).
Two Fireballs	Press Back, Back, Forward + High Punch (Y).
Three Fireballs	Press Back, Back, Forward, Forward + High Punch (Y).

FINISHING MOVES

Nasal Burst	Stand about 2 steps back from the opponent. Hold the High Kick (X) for 5 seconds, then release.
Soul Sucker	Stand close to the opponent. Press Up, Down, Up, then a Low Kick (A). Holding Block for the directions will help.
Kintaro	Stand 2 steps away. Hold your Low Punch (B) for 30 seconds, then release when it is time to Finish off the opponent. You must charge this move before the final round ends.
Babality	Press Down, Back, Forward, Down, then a High Kick (X).
Friendship	Press Back, Back, Down, Forward, then a High Kick (X).
K Tomb/ Pit II*	Press Down, Down, Up, and Down.

TSUNG'S MORPHS

Liu Kang	Press Back, Back, Forward, Forward, then Block.
Johnny Cage	Press Back, Back, Down, then a Low Punch (B).
Sub-Zero	Press Forward, Down, Forward, then a High Punch (Y).
Jax	Press Down, Forward, Back, then a High Kick (X).
Rayden	Press Down, Back, Forward, then a Low Kick (A).
Reptile	Press Up, Down, then a High Punch (Y).
Baraka	Press Down, Down, then a Low Kick (A).
Kung Lao	Press Back, Down, Back, then a High Kick (X).
Kitana	Press Block 3 times.
Scorpion	Hold Block, then press Up, Up.
Mileena	Hold the High Punch (Y) for 2 seconds, then release.

* If you are having problems with any of these moves, try hold Block while entering the direction of the Control Pad, then releasing Block before pressing any of the Attack Buttons.

ULTRA SECRET CODES!!

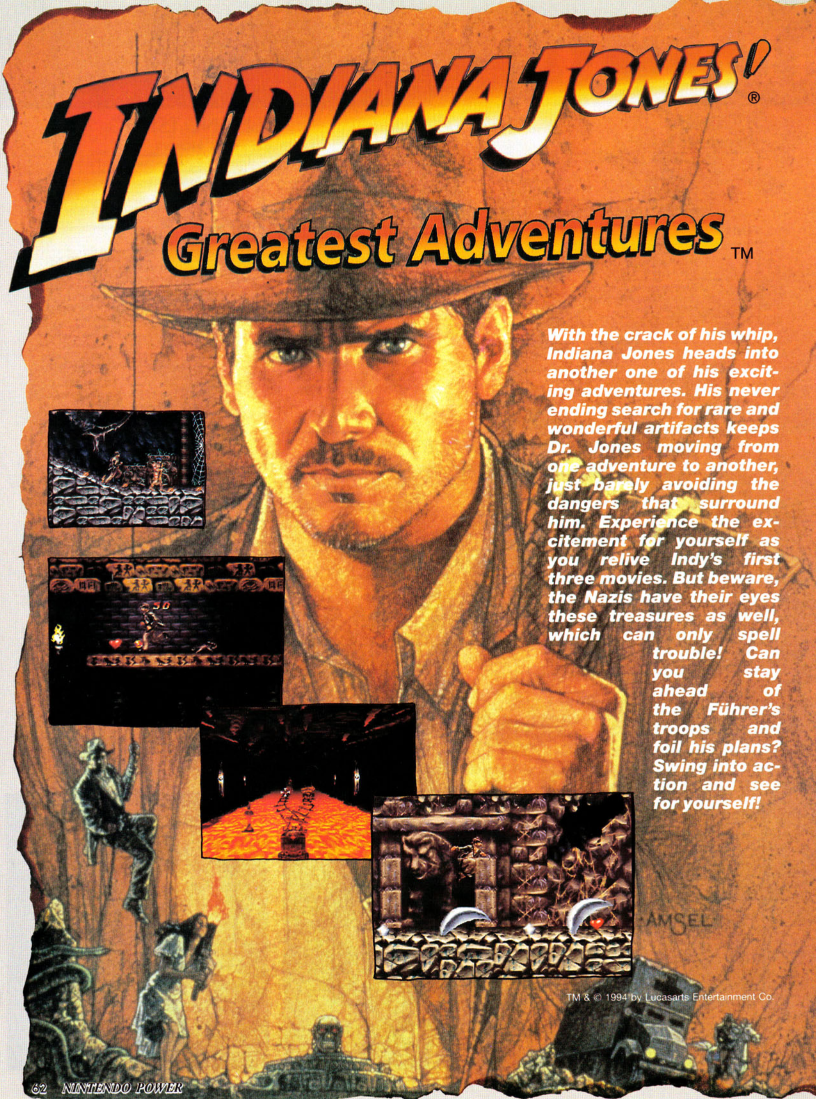
ADDITIONAL FATALITY TIME

Having trouble work the Finishing Moves? When you are on the Character Select Screen, press Up, Up, Left, Up, Down and Select. If you hear the swishing sound, the code has been entered and the Fatality Time Doubled!

SUPER DAMAGE CODE

This code will only work if you are playing a one-player game. At the Character Select Screen, press Down, Up, Right, Up, Left and Select. If you enter the code correctly, you'll be able to beat your opponent with only two punches!

INDIANA JONES'® Greatest Adventures™

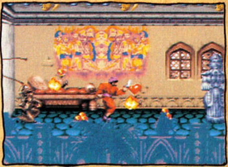


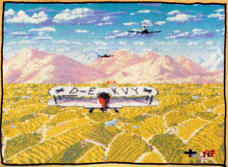
With the crack of his whip, Indiana Jones heads into another one of his exciting adventures. His never ending search for rare and wonderful artifacts keeps Dr. Jones moving from one adventure to another, just barely avoiding the dangers that surround him. Experience the excitement for yourself as you relive Indy's first three movies. But beware, the Nazis have their eyes these treasures as well, which can only spell trouble! Can you stay ahead of the Führer's troops and foil his plans? Swing into action and see for yourself!

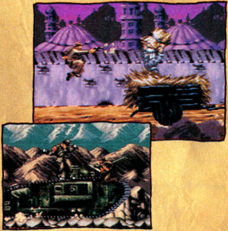
TM & © 1994 by Lucasarts Entertainment Co.

THE ADVENTURES CONTINUE

After creating a series of successful Star Wars games, JVC and Lucasarts have turned their skills toward recreating the Indiana Jones movies. Once again we have a classic in the making! Needless to say (but we're going to say it anyway), the graphics and play control of this game are excellent! Right away you'll draw on the similarities between this game and the Super Star Wars games. In some areas, this game feels like Star Wars with a whip, but that's a good thing. Instead of dragging it out over three installments, all three movies have been faithfully condensed into one great game. The result is over 25 challenging levels of great action. Most of the stages in the game follow the familiar side-scrolling action format, but include many secret areas for players to explore. Some of the stages in the game utilize a 3-D mode of the game similar to Super Star Wars. This includes the rafting and mine cart stages in the Temple of Doom.





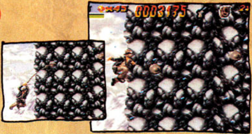


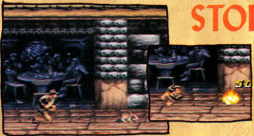
TOOLS OF THE TRADE

Every good adventurer carries a few weapons and tools, but they won't do you any good if you don't know how to use them. Read on for a quick lesson about using the required tools of the adventuring trade!

WHIP IT GOOD

Use the whip to swing from pegs that appear above you. If you need to swing across a distance, but the pegs seem to be placed too close together, try skipping one. Your whip is longer than it looks.



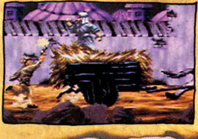


STOP, DROP & ROLL

After a little adventuring, you'll learn to hate the spiders and rats that crawl along the floor. They're too small to hit with your whip, but still hurt you. Kneel and press A to roll over them!

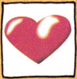
SHOOT & RUN

If you need to clear out the enemies while you're on the move, then the Gun is the weapon of choice. You'll need to stop running before you can use the Whip.



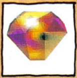
HEART

Collecting the Hearts can be a real bonus! Each Heart you find will fill your life bar by one segment.



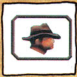
GEM

You'll find Gems spread throughout the entire game. If you collect 100 of these beauties, you'll receive an extra life.



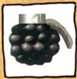
1-UPS

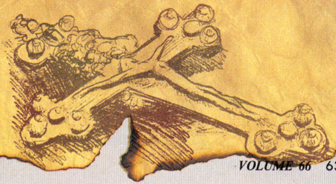
Try to find as many 1-Ups as you can. They are oftentimes hidden in remote areas of a level.



GRENADE

Lob one of these high explosives to clear out all of the enemies on the screen. You start with one, but you can collect more.





RAIDERS OF THE LOST ARC

In 1936, Dr. Indiana Jones traveled to South America in search of the famed Golden Idol of the Hovitos. After travelling through the dangerous jungles of the Amazon basin, he arrived at an ancient temple. Legend says that the Golden Idol lies inside, but is well guarded by traps and evil spirits. To make matters worse, the present day Hovito Indians are not too thrilled about anyone entering the temple and are ready to finish off any infidels with their deadly poison darts. Having come this far, Indiana Jones is not about to turn back because of a so called legend, and into the temple he goes. Stepping carefully into darkness, he lets his eyes adjust to the gloom before proceeding. It's time to leave behind his archaeologist's logic for his adventurer's instinct. All the books in the world can't help him now.

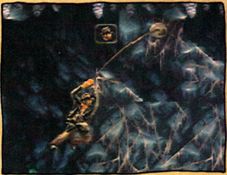
SOUTH AMERICA
1936

SOUTH AMERICA 1936

This may be the beginning of the line for Dr. Jones, but things are not going to be easy. Here are a few tips to help you get started in your very first adventure. Remember, things are only going to get tougher from here on out, so move carefully.

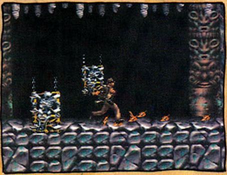
EXTRA LIFE

At the very beginning of the level there is a 1-Up, but it's too high for you to grab. Use your Whip to grab onto the nearby peg and start swinging to reach the extra life!



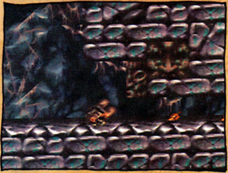
SPIKE TRAPS

The coast looks clear, but dangers are everywhere. Start running and don't look back until you have passed all of the spike traps. If you stop, you're a goner!

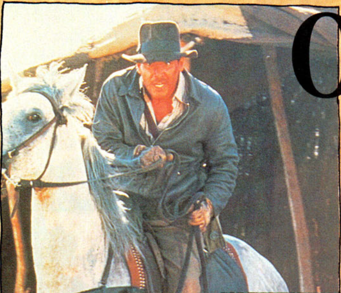


TIME TO ROLL

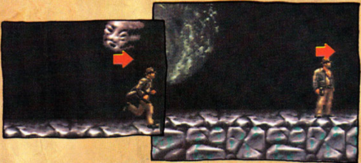
Can't reach the upper path? Kneel down and push the A Button. You'll spring forward and roll under the rock that is blocking the path.

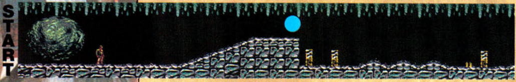


ESCAPE!

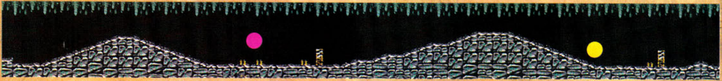


Okay, you've made it all the way to the Golden Idol, but now you have to make it back out. With that Giant Boulder heading your way you're going to have trouble getting out with your life, let alone the Idol. Watch your step and keep on running! If you hesitate, you'll be trapped.



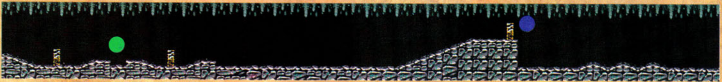


● When you start running up the hill, wait until you reach the very edge of the drop-off before you jump. If you jump any earlier, the spike traps in the floor are going to catch you.



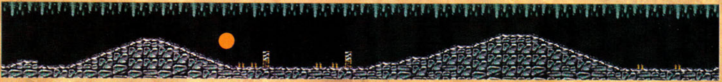
● After the next hill, be ready to make two short jumps in a row. The spike traps in this area spring out of the floor quickly and can catch you off guard.

● Coming down this hill, many adventurers are fooled by this Gem. If you jump over the Gem, you'll land in the trap. If you jump after the Gem, you'll be safe.

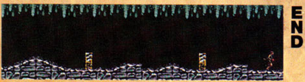


● You are able to run right through this pot hole, so don't jump over it. If you jump, you may land right in the middle of the next trap.

● Run up this hill and jump when you get to the top, but watch out for the trap! This tricky bugger is just waiting to drive you back into the boulder.



● You are almost at the end! Your escape is near!! The trouble is, these traps spring up quicker than the others. If you jump quickly and don't blow your timing, you're out of here!

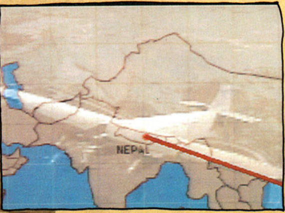


IDOL LOST

Just when you thought it was safe, Rène Belloq is waiting with an army of natives to tear the Golden Idol from your grasp.

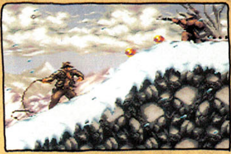
DISCOVERY

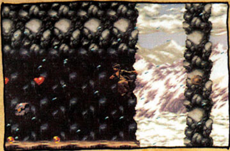
After returning home empty-handed, Dr. Jones is greeted by Army Intelligence officers waiting in his office. They have intercepted a wire from the German Consul in Cairo. The Nazis are searching for the Lost Arc and all of its legendary powers. They believe that the Arc rests in the lost city of Tanis.



NEPAL

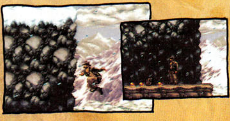
Dr. Ravenwood was the foremost expert on the Lost Arc. Since his death, only his daughter, Marion, holds the secrets her father discovered. Indy must travel to Nepal to find Marion and ask for her help.





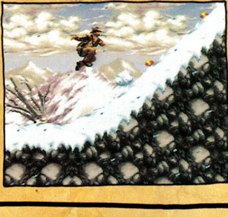
BONUS AREAS

This stage has two different levels you can explore. The areas across the snowcapped mountains are full of enemies, and lower cave areas require tricky maneuvering to survive.



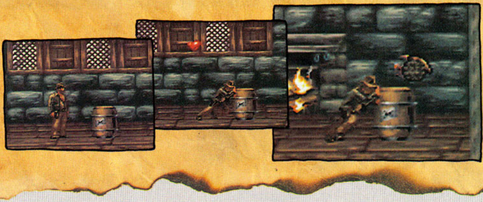
AVALANCHE

Getting to Marion's Inn is tough, especially with all of the thugs the Nazis have hired trying to stop Indy. Watch out for the falling snow along the way. You'll need to jump up and away from the snowballs or get swept away.



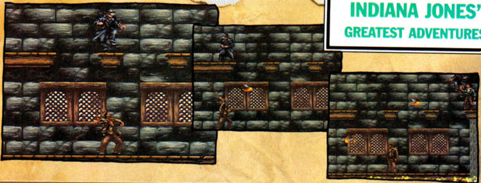
INN ON THE MOUNTAIN

Now that Indy's reached the Inn, he must find Marion. As soon as he starts to climb the stairs, the lower floors burst into flames. Race the fire to the top of the building, avoiding the pitfalls and weak boards along the way. Make sure you are ready to use your whip!



SAVE MARION

The fires are raging when you reach the top floor of the Inn. You've found Marion, but she's trapped by the Nazis. Try to collect as many Grenades as you can. The extra power will make short work of your foes!



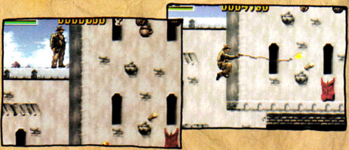
Stay under the boss, swinging your whip at him. When he moves to the right, stay in the center of the screen.

CAIRO

Marion's medallion will help Indy find the arc before Belloq, but the script on it must be translated first. Indiana Jones and Marion travel to Cairo to locate someone that can read the ancient script. The Nazis are also hot on the Arc's trail, so Indy is in trouble from the very instant that he arrives in Egypt. In this mysterious city, it seems that anyone could be out to get our unfortunate hero. Good luck Indy!

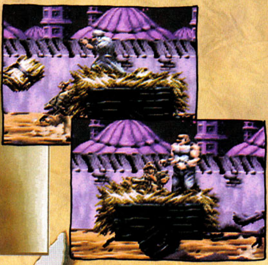
TRICKY MOVE

Collecting this 1-Up requires some tricky swinging. When you jump down from the building, quickly swing your whip and try to catch the peg, then swing up from there.



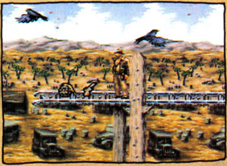
CAIRO AT NIGHT

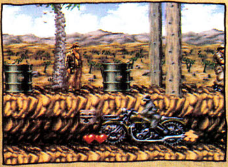
The Cairo Stage has two different bosses. Chase after the cart while avoiding the falling bales. After you shoot the bale thrower, get in the cart and fight the large soldier.



FINDING THE WELL OF SOULS

Now that Indy knows where to find the Lost Arc, it's time to find the Well of Souls. Swing through the Nazi encampment avoiding all of the enemy soldiers. If you take the time to explore, you can rack up the Gems in this stage.

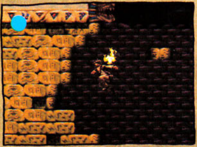


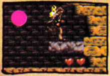


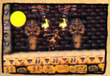
THE WELL OF SOULS

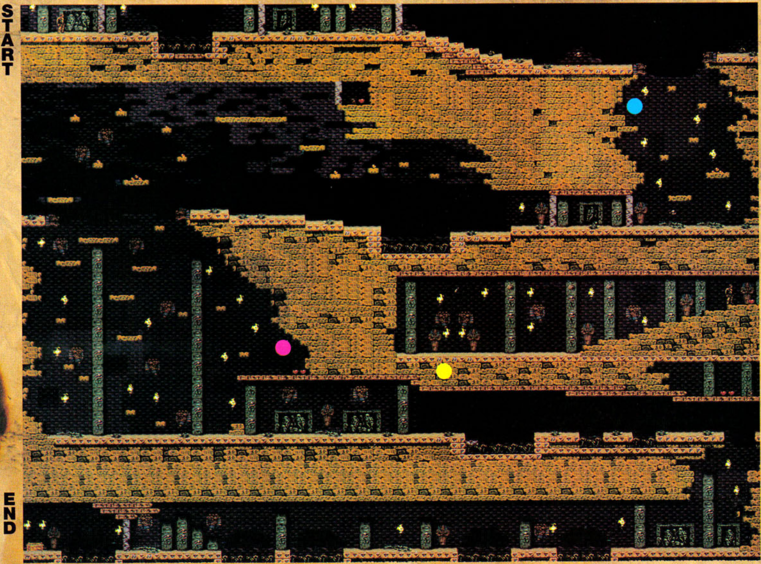
SECRET PASSAGE

Look for the extra life in the first secret passage on the left side of the first drop. It's the only way to find this bonus. To find the second secret area, jump up onto the moving platform, then up into the secret passage. Inside the second secret area you can find the third secret area by holding right on the Controller when you fall through the hole in the floor.



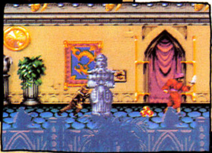






THE TEMPLE OF DOOM

After finding the famed Lost Arc, most ordinary adventurers would be happy for the rest of their lives, but not Dr. Jones. Although he doesn't realize it at first, he is about to fall into another adventure of a lifetime. This adventure carries our hero from the Obi Won night club in Shanghai all the way to a gem mine in the middle of India.



PANKOT PALACE

When you reach the Pankot Palace in the center of India, you learn that an evil force has control of the young prince and all of his guards. To make matters worse, the only escape from this fortified palace is through the catacombs below. Finding the correct path through all of the secret doorways can be tough for even the best adventurers, so here is a little tip from us Pros at NP. When you first begin this stage, push the righthand statue to the right and enter the passage. Walk right, jump over the next statue, push it to the left and enter. Push the righthand statue to the right and enter, then push the righthand statue right again and exit the stage.

THE LAST CRUSADE

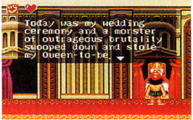
Even Indiana Jones might take a rest after that last adventure, but there are two things that set him on this next quest. One, his father is missing and may be in trouble, and two, this quest is for the Holy Grail! Could any self-respecting archaeologist pass up this opportunity? Indy didn't, and neither did the Nazis! This next adventure takes Indiana Jones to the heart of Nazi Germany to find his father and to save the Grail from the evil grasp of the Führer.

SUPER Adventure Island II™

A TWISTER OF ISLAND ADVENTURES!

What's fresh, fruity and even a little zany? It's the hottest new action-adventure game from Hudson Soft—Super Adventure Island II! Old-timers will remember that the original Adventure Island was one of the first titles for the NES. This super new sequel is ready for the 90's. It combines your favorite Adventure Island action theme with a challenging RPG aspect that has Master Higgins digging things up all over the place! On the rebound from a stormy relationship with Jungle Jane, Master Higgins has finally found true love with the beautiful Tropical Tina. Little do they know, that there is trouble in paradise for these newlyweds, and it's dead ahead!

The happy couple sails aboard Master Higgins luxurious six-foot raft. A monsoon strikes, leaving Higgins and Tina stranded and senseless!

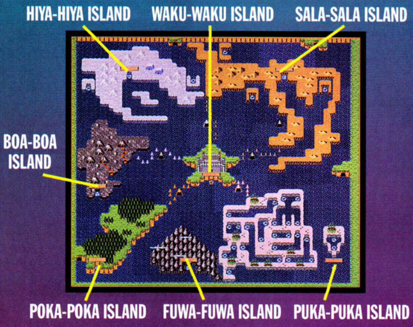


Today was my wedding ceremony and a monster of outrageous brutality swooped down and stole my Queen-to-be.

Higgins happens upon a castle and is hired by the king to rescue his kidnapped bride-to-be...Tina!

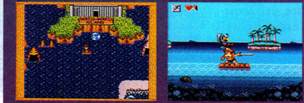
THE KINGDOM

The star-shaped island of Waku-Waku is the main base. You will find many Sea Gate obstacles. You will only be allowed to proceed as soon as you have completed every task up to that point. If you think you're stuck, you must have missed something. This prevents you from getting ahead of yourself.



GETTING AROUND

The former Adventure Island installments featured a left-to-right scrolling, side-view action screen. Most of the time, Higgins will be making his way through mazes and corridors, and will often retrace his steps.



While on the Raft, you can view the overworld, but Higgins be attacked at random. The screen will become a side-view. Defeat the enemies and leave the screen as soon as possible.

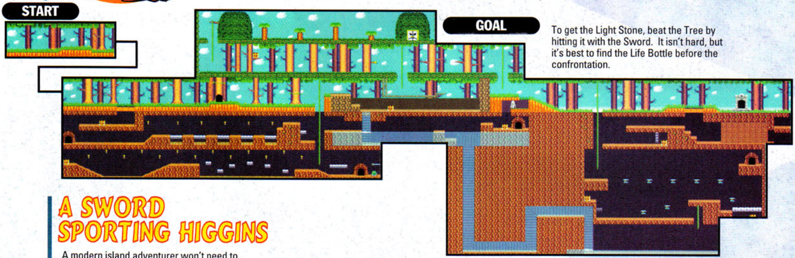
POKA-POKA ISLAND

The first leg of Higgins' search for Tina is an excellent game-play preview of the remainder of the game. The enemies aren't too difficult here, so enjoy it while you can.

ITEM CHECKLIST

Make sure you have everything! Come back later for the inaccessible ones.

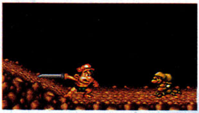
- SILVER SWORD
- LIFE BOTTLE • ICE SWORD
- DAGGER • 500 COINS
- FIRE BALLS • ICE SWORD



To get the Light Stone, beat the Tree by hitting it with the Sword. It isn't hard, but it's best to find the Life Bottle before the confrontation.

A SWORD SPORTING HIGGINS

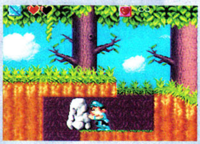
A modern island adventurer won't need to rely upon only his fists. Search carefully and Master Higgins can upgrade to the sturdy Silver Sword.



The Silver Sword is found in a Treasure Box in the lower left area, and should inflict a fair amount of damage.

THINGS CHANGE

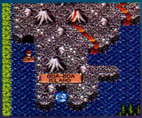
Unlike the previous Adventure Island games, you will need to continue coming back to areas you've already passed. There are many areas within a stage that cannot be explored until you have received an Item or learned an ability.

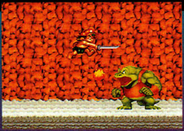


Once the Symbol Switch has been activated, all similar blocks in the game will change. You must learn the Shove Ability to move other blocks.

JOURNEY ON...

After beating the Tree Boss back on Poka-Poka Island, travel to the Cave near Waku-Waku Island and use the Light Stone to lower the next Sea Gate. In and around Hiya-Hiya, you will pick up many more valuable Items, such as the Fire Sword, Fire Shield and Fire Armor. Master Higgins is becoming a sophisticated warrior in the course of this arduous journey!





Before venturing on, make a stop at the Cave near Boa-Boa Island. There, fight the Lizard Monster to receive the Sun Stone. This will be used later to lower one of the Sea Gates. To beat the Lizard, hit him in the face repeatedly with your Silver Sword.

HIYA-HIYA ISLAND

Hiya-Hiya is a bit more difficult than Poka-poka. Here you will face Turtles, Bats and some snowball-throwing Bunnies. Be sure to get the Fire Sword in the first area in order to break the ice wall and enter the castle itself.

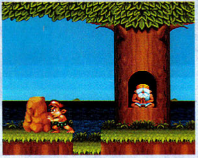
ITEM CHECKLIST

Below are Items you should have now. You may need to return to Poka-Poka for a few.

- **FIRE SWORD**
- **LIFE BOTTLE**
- **LIFE BOTTLE**
- **FIRE ARMOR**
- **1000 COINS**
- **FIRE SHIELD**
- **MAGIC BOTTLE**

VISIT ALL THE WHIRLPOOLS

Not all the Items needed can be found on Islands. After each Sea Gate, explore all the Caves and Whirlpools you can get to. In this area, it is the Ice Bell you must locate.



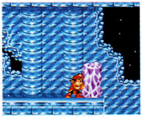
Wise Men will share their knowledge. Here, you learn to push rocks.

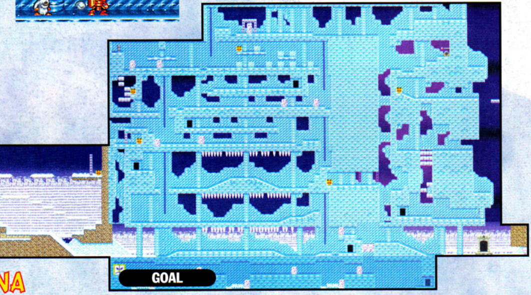
BARE NECESSITIES

What deluxe accommodations we offer! Master Higgins can finally trade in his modest fig leaf for this very handsome set of Armor. Search each Treasure Box in the Ice Castle to locate the full set of accouterments.

DOWN IN A HOLE

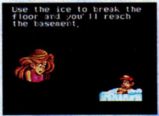
Does it seem like your going around in circles? After turning off the Switch in the upper level, push the Ice Block into the hole, then take the plunge and jump in, too!





I DREAM OF TINA

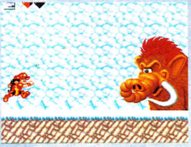
If you're unsure about what to do next, head back to Waku-Waku to visit the Innkeeper. For 10 Coins, you'll enjoy a nice rest and a clue from Tina in your dream.



Use the ice to break the floor and you'll reach the basement.

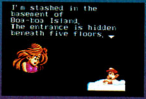
WOOLLY MAMMOTH

Switch to the Dagger and stay on the left side. Jump and shoot the Daggers into his forehead repeatedly— it takes a long time! When he charges, stay left and jump.



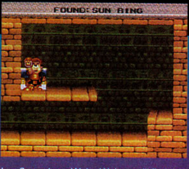
JOURNEY ON...

Higgins is really starting to cruise now! The Fire Armor, Sword and Shield will surely prove to be a big help in the stages ahead, especially when he was barely equipped before. After Hiya-Hiya, be sure to explore all the Caves and Whirlpools!

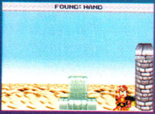


I'm stashed in the
basement of
Boa-boa Island.
The entrance is hidden
beneath five floors.

Before Boa-Boa Island, take a well-deserved break at the Inn and dream of Tina's clue for the next leg of the trip.



In a Cave above Waku-Waku you'll find the Sun Ring. The Sun Ring will gain you entrance to Boa-Boa Island.



Another big step for Master Higgins' offensive strength will be in finding the Magic Wand.

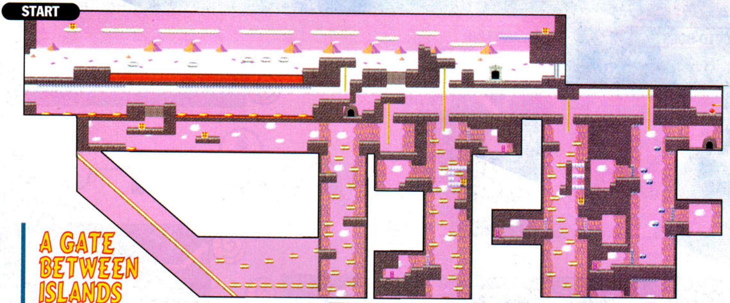
BOA-BOA ISLAND

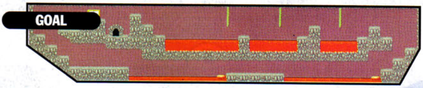
Volcanic Boa-Boa Island is a hot and hostile place on the outside, and doesn't improve much once you use the Sun Ring to get inside. Your goals include finding the Aqua Stone to lower another set of Sea Gates. Also, the Ice Items are here.

ITEM CHECKLIST

Below are Items you should have now. You may need to return to Poka-Poka for a few.

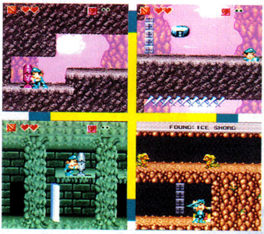
- **ICE ARMOR** • **ICE SHIELD**
- **MAGIC BOTTLE** • **1000 COINS**
- **MAGIC BOTTLE**





A GATE BETWEEN ISLANDS

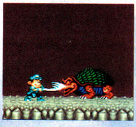
Each of the Islands are linked by Teleportation Caves. Although it's not necessary to locate them, they can be helpful when you have to revisit certain Islands to pick up Items inaccessible before.



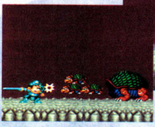
After throwing the switch shown head over to the right and fall down through the false floor. You will now be in POKA-POKA island. Throw the switch to pass by the white stone wall and go score the Ice Sword!

A TOUGH SHELL TO CRACK

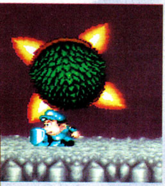
This overgrown tropical Turtle Boss is a real snapper! He will take plenty of practice and patience to defeat, because there's only a short time to get hits in.



When he is in this form, avoid the Turtle Babies he spits and hit him in the face with the Sword.



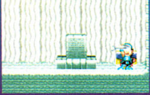
He'll leave the screen and reappear as a spinning disk. Duck to avoid him!



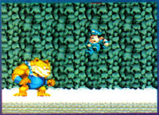
He'll then turn on thrusters and hover in the air dropping Turtle Babies. All you can do is wait.

JOURNEY ON...

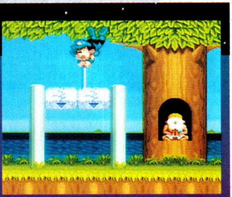
The heat of Boa-Boa is off for the moment, but now it's off to Puka-Puka Island. Use the Aqua Stone to open up the southern Sea Gate and continue southward.


FOUND: SHOVEL

The Cave above Sala-Sala has the Shovel needed in Puka-Puka.



Beat the Werewolf Boss in one of the newly opened Caves to receive the Power Fan.



For not-so-small fee, the old Hermit in the Whirlpool south of Puka-Puka will teach you Down-Stab.

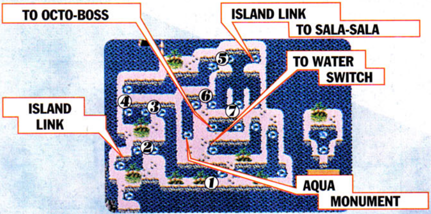
PUKA-PUKA ISLAND

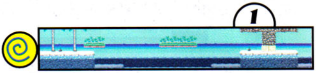
Master Higgins isn't too keen on swimming, so the object of the Puka-Puka Island part is to drain the water away. The enemies are much more belligerent in this Stage, and the added confusion of Teleportation Whirlpools makes it a tough one.

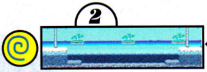
ITEM CHECKLIST

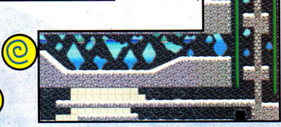
The Items just keep getting bigger and better, and so do the enemies you'll be fighting against! Do you have everything?

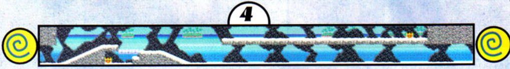
• 1000 COINS • 500 COINS
• MAGIC BOTTLE • AQUA ARMOR
• MAGIC BOTTLE • LIFE BOTTLE
• THUNDER SWORD

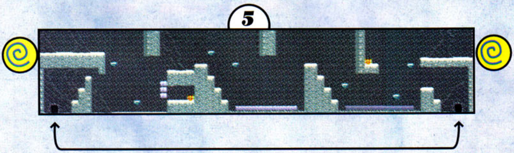

TO OCTO-BOSS
ISLAND LINK
TO SALA-SALA
TO WATER SWITCH
ISLAND LINK
AQUA MONUMENT
⑤
⑥
⑦
④
③
②
①

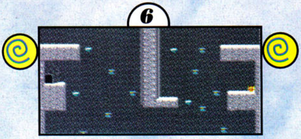


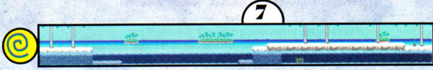






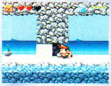


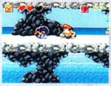




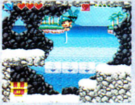
DO YOU DIG IT?

The Shovel is both a necessary Item and an impromptu weapon. There may have been spots you passed earlier that seemed suspicious. Try digging, and if anyone bothers you, just smack them.





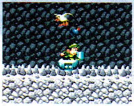
STABBING DOWN



There are many places you have passed that required the Down Stab technique to explore. Puka-Puka Island is precisely one of those spots. You'll be able to break the blocks with arrows.

CHECK YOUR HEAD

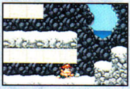
In case you haven't noticed the enimies are more aggressive now than ever. Not only do you have to fight or flee from the enemy , but you have to avoid bomb dropping seagulls...and I just waxed this armour!



DRAIN THE DRINK

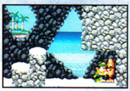
The goal of the Puka-Puka Island Stage is to get rid of the water and explore the formerly waterlogged areas for goodies and treasures. This is no easy task, though. Read on for some helpful tips.

DIG THIS



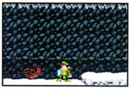
In your exploration of Puka-Puka Island, make your way to this spot, and you'll be near the Switch.

SWITCHEROO

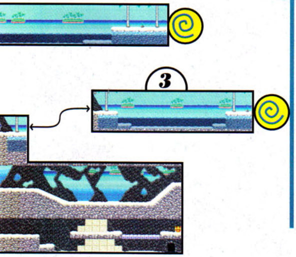


Aha—the Switch has been found! Press the Switch to release the mighty waters into the sea.

FOUND AT LAST

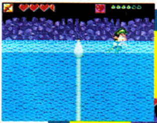


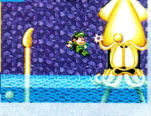
Once the water has receded, Master Higgins will be able to explore the once waterlogged areas.



OCTOPUS

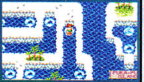
Dodge the tentacles while his head is down. When his head comes up, hit the Octopus' foot, then quickly turn around and hit him in the head. You won't be able to get many hits in at once, but the longer it takes, the more Ink he will spread.



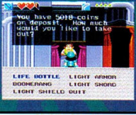


WHAT'S A PARADISE WITHOUT A CASINO

Enter the Whirlpool south of Puka-Puka to find a gambling extravaganza. You'd better bring dough!



FINEST WEAPONS AVAILABLE

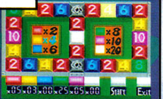


You have 5018 coins on deposit. How much would you like to take out?

This crafty businessman certainly offers the finest weapons you can buy, but the price is no small chuck of change. You'll have to take a chance at the Casino to win enough for the good Goods.

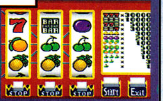
CRAZY CHASE

Give the dice a blow, a shake and toss them like a pro to have a chance at the big money.



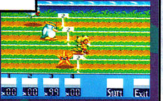
MONEY MAKER

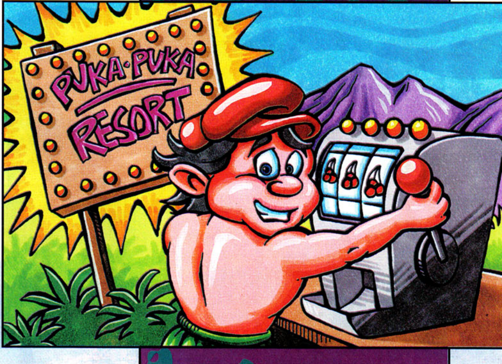
The slot machine-style Money Maker game could make you a rich Higgins if you hit the jackpot.



RUNNING FOR DOUGH

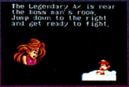
Place your bets, and they're off! It's not the horses, but a foot race between the enemies.

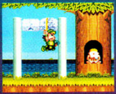


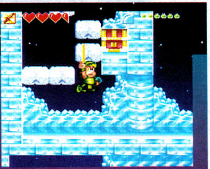


JOURNEY ON...

Congratulations, you're a real Adventure Island trooper! Master Higgins can finally open the one remaining Sea Gate and explore the last frontier beyond. But first, head back to the Inn for a brief rest. Tina may have a nocturnal message for you! Also, beware of the dangerous sea creatures. It seems that the enemies you run across while on the Raft have become much more aggressive.


The Legendary Ax is near
the boss man's room.
Jump down to the right
and get ready to fight.


After opening the final Sea Gate, explore the area around Sala-Sala to learn the Up Stab technique.


The Up Stab will also come in handy back in areas you've already passed. Revisit the Ice Castle for a Life Bottle.

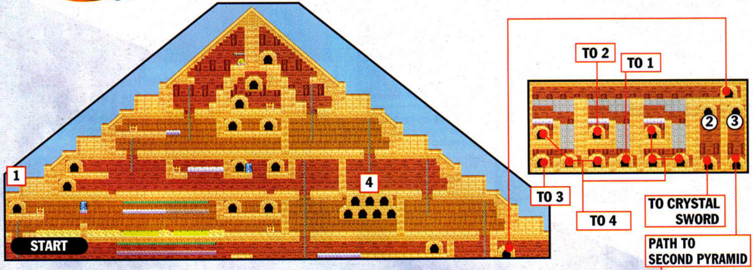
SALA-SALA ISLAND

The hot desert background in the Sala-Sala Island Stage sure looks cool, but be sure to keep your Armor on, Master Higgins! That Fig Leaf you have on underneath won't give you the protection you'll need in this difficult area.

ITEM CHECKLIST

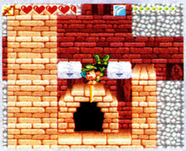
One of the most important Items to be located in this stage is the Legendary Axe. It is required to beat the Boss at the end.

- **LEGENDARY AX**
- **MAGIC BOTTLE**
- **LIFE BOTTLE**
- **CRYSTAL SWORD**
- **2000 COINS**
- **AQUA SHIELD**



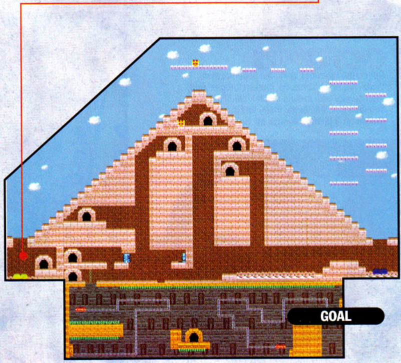
CRYSTAL SWORD

The search for the Crystal Sword should take you to an area near the top of the first Pyramid. This one is worth the trouble.


Follow the picture to the correct door. The Crystal Sword lies beyond.

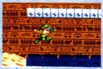
FOUND: CRYSTAL SWORD

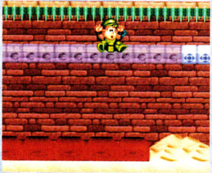
Equip the beautiful blade as soon as you can or the enemies will give you trouble.



BOUNCING BLOCKS

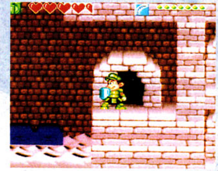
Just follow the bouncing blocks for an extra spring in your step. The red blocks bounce you to the highest, the yellow blocks offer a medium bounce and the blue blocks' bounce is low. Hop along and they will change color, but watch your step—there are many spikes on the ceiling!





SPLISH SPLASH

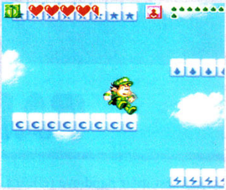
Between the first and second Pyramids, as well as other places, there are healing Springs to bring you back to life.



Master Higgins is on his last legs. He'd better take a dip in the spring, pronto!

TURN IT ON

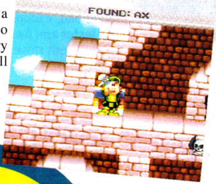
At this point, you must be sure that every single Symbol Switches you've passed in the game has been switched On.



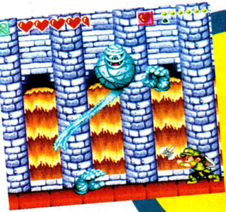
If any of the Switches have been missed, you will not be able to proceed.

GAUZE BOSS

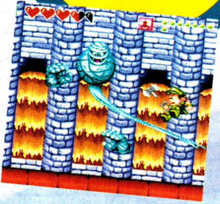
The Mummy Boss of Sala-Sala Island is the "soul" reason it was so important to recover the Legendary Axe. An expert will have him all wrapped up in no time, though!



The Legendary Axe awaits a worthy warrior in this Chest.



Take your time, and hit him with an Axe as he floats across.



Be sure to avoid the scrap of bandage trailing behind him.

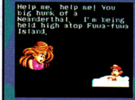
SUPER ADVENTURE ISLAND II

WILL HIGGINS AND TINA EVER HOOK UP?

Master Higgins is doing a fine job rescuing a girl who, for all practical purposes, is a complete stranger. Both Tina and Higgins are starting to regain traces of their memory, though.

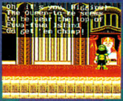
FINALLY FUWA-FUWA

Well, she can't be anywhere else but here, so make your rounds to the other islands and make sure you didn't forget anything. And all that exercise will do you and your spare tire some good!



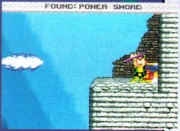
Help me, help me! You big hunk of a Neanderthal. I'm being held high atop Fuwa-fuwa Island.

Higgins tries to sleep through one more of those nagging, yet important, dreams.

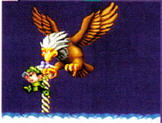


Oh, it's you, Higgins! The Queen-to-be seems to be near the top of Fuwa-fuwa Island. Go get 'em champ!

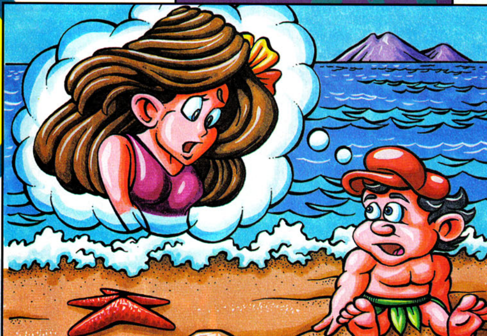
Will the King have your head when you snag his bride-to-be?

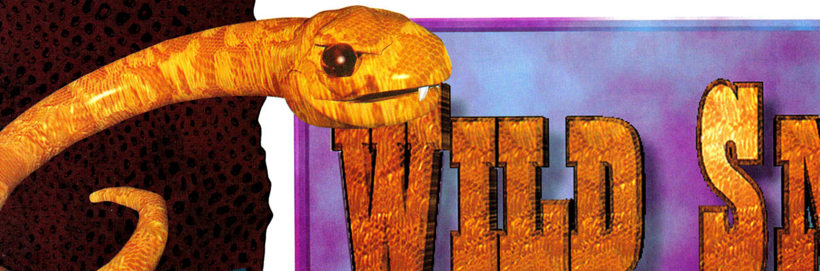


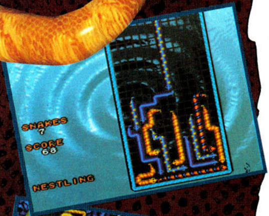
Higgins scores the all-mighty Power Sword...able to cut through enemies in a single slice.

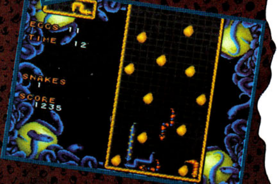


This gnarly eagle attempts to sink his razor sharp talons into Higgins' soft flesh. If he makes it out alive he won't be finished yet!



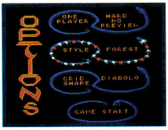



SNAKES
7
SCORE
68
NESTLING


EGGS 11
TIME 12
SNAKES
1
SCORE
1235

Tetris fans rejoice! The creator of the famed classic, Tetris, has brought us another puzzling masterpiece to consume our waking hours. Spectrum Holobyte, with the help of Bullet-Proof Software, brings puzzle game players everywhere the spine tingling fun of Wild Snake. The challenging fun keeps on coming with many different options and game styles. This is definitely more than just a new twist on an old game!

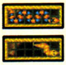
FANGTASTIC


OPTIONS
ONE PLAYER
HARD NO PREVIEW
STYLE
FOREST
GRID SHAPE
DIABOLO
GAME START

Players can test their hand-eye reflexes against a swarm of falling snakes. As they fall, you eliminate them by matching snakes of the same color. The game may sound simple, but as the snakes speed up, the challenge grows. More and more snakes appear in an ever changing array of colors. This wouldn't be so bad, except for the fact that they start coming faster and faster! Several skill levels and many different stages will keep the challenge coming for a long time to come. Do you have the skills to avoid getting bit?

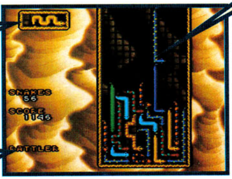
NEXT SNAKE

Keep an eye on the box in the upper left corner if you want to know what the next snake is going to be.



CURRENT LEVEL

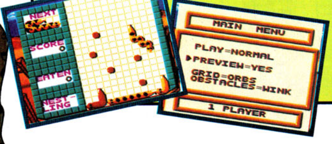
As you clear more snakes, the level of the game advances. As you get further in the game the number of different snakes increases.


SNAKES
56
SCORE
1146
RATTLER

This screen may not look too complicated, but don't be fooled! There is a lot of information here, so it will take a quick eye to take advantage of it all.

A SMALLER SCALE

The slithering doesn't stop with the Super NES; you can take it on the road with the Game Boy as well. The Game Boy version of Wild Snake has been Super Game Boy enhanced so you can get Special Borders and full color screens if you use a Super Game Boy!


NEXT
SCORE
0
EATEN
0
NEST-LING

MAIN MENU
PLAY=NORMAL
▶PREVIEW=YES
GRID=ORBS
OBSTACLES=WINK
1 PLAYER

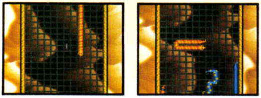
In the Game Boy version of Wild Snake, you can add a little challenge by activating the obstacles option. You'll need to steer your snakes clear of the orbs.

© 1994 Bullet-Proof Software, Inc.
Original game © 1993 J.S.C. Games Developed
by Manley & Associates.

FUN

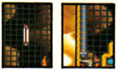
LEADING SNAKES

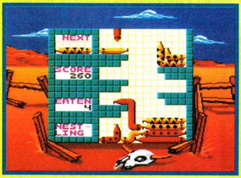
Like Irish hero St. Patrick, you can lead the snakes where you want them to go. The snakes will continue to fall, but you change their direction so they land where you need them.



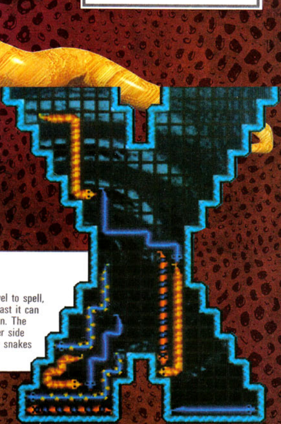
BONUS SNAKES

When things start getting rough, you might get lucky and get a bonus snake! The flashing snake is the Wild Snake. It will match up with the first snake it touches, and remove every snake of the same color. The King Cobra will drop straight down, eliminating every snake in its path. Both of these snakes appear randomly, so you're lucky if you get them when you need them.



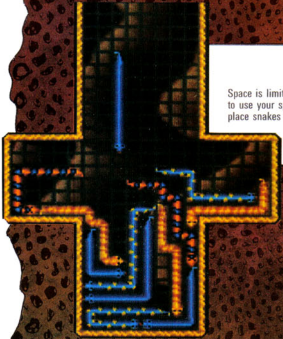


There are also grid shapes that you won't find in the Super NES version of the game.



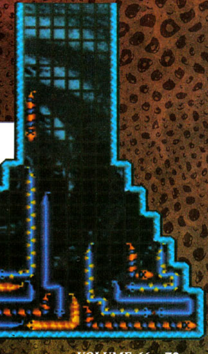
X

Although this is the easiest level to spell, when the snakes start falling fast it can be the trickiest level to score on. The snakes can be directed to either side of the X, so try to keep similar snakes on the same side.



PLUS

Space is limited in the Plus Grid so you'll want to use your space to your best advantage. Don't place snakes in the sides until you fill the bottom. When you start filling the sides, be careful not to block your access with a long snake.



FLASK

Try to get rid of snakes early when you play on this grid. If you keep the snakes from building up too high, you can use the wide base of the flask to manage several different kinds of snakes at once.

SPECIAL INTERVIEW

IT HAD TO BE SNAKES!

Alexey Pajitnov

After learning that the creater of Tetris, Alexey Pajitnov, is involved with Wild Snake, Nintendo Power cornered him for this exclusive interview. Besides the new Alexey Pajitnov line of games with Spectrum Holobyte, Pajitnov is currently working with his own design team at Animatek.

How does Wild Snake differ strategically from Tetris?

Strategic wise, I think that Tetris is a more abstract and strict game than Wild Snake, because you don't have certain goals with each snake's move. In Tetris, you intuitively feel what's the best location for the block and try to make it fit, so you are very rational in your decisions. In Wild Snake you can be more relaxed and FreeForm. Sometimes there is a rational move, but otherwise, Wild Snake is not as puzzle oriented and is more an entertainment oriented game.

What kind of game gets the Alexey Seal of Approval?

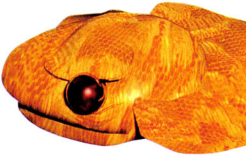
You know, there are some young people who are really bored with their lessons at school. Suddenly, something hits them in class. Their eyes start to brighten and they wake up and have interest. For all of my games I would like them to awaken this same feeling.

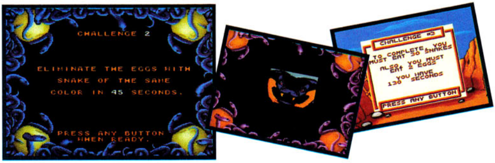
What makes a good puzzle game?

Several things. First of all, it shouldn't be very boring. If it is a good game, it will have a very long line of

THE KING COBRA

After you have gotten the hang of matching the falling snakes, you can test your snake charming skills against the King Cobra. In this mode, you will face a wide range of challenges that become increasingly difficult as the nine different levels progress. Only the best game players will be able to make it past the coils of the King Cobra!





CHALLENGE 2

ELIMINATE THE EGGS WITH SNAKE OF THE SAME COLOR IN 45 SECONDS.

PRESS ANY BUTTON WHEN READY.

CHALLENGE #3

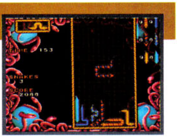
TO COMPLETE, YOU MUST EAT 30 SNAKES

ALSO YOU MUST EAT 2 EGGS

YOU HAVE 130 SECONDS

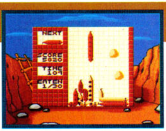
PRESS ANY BUTTON

TIMED SNAKES



When you face this type of challenge, you will have a limited time in which to match the minimum number of snakes. The number of snakes and time limits vary from level to level, but the technique is always the same; move as fast as you can!

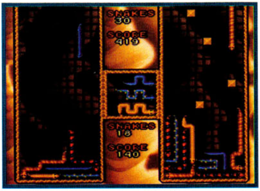
EGG WIPEOUT



You'll only have a few seconds to get rid of all the eggs in this challenge. To remove an egg, you need to direct a snake of the same color into it. If different color snakes appear, try to stack them out of the way so you can keep your path clear.

TWO-PLAYER GAME

If you think you're the top snake charmer in your neighborhood, then it's time to challenge your friends in a two-player match. The snakes are still controlled the same way, but each player fights for the next snake. Things get really mean when both players need the same snake, or the King Cobra appears in the next snake box.

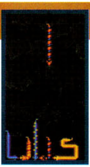


You can play a two-player head-to-head match on the Game Boy version as well, but you'll need a Game Link and two Game Paks. The rules are basically the same, but you won't be able to see what your opponent is doing.

TIPS

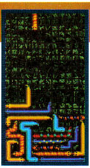
With practice, anybody can become a successful snake charmer, but these tricks should help speed up the learning curve. Start on the Standard Grid on the Easy Level and practice these techniques before you frustrate yourself on more difficult levels. Don't worry, there will be plenty of snakes to test your skills when you're ready.

ORGANIZE SNAKES



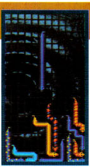
Try to keep the snakes stacked at the bottom in columns. This will allow you to expose a wider selection of snakes and improve your odds of making a match. If you drop a snake straight down when it's a couple of spaces from the wall and near the bottom, you can turn it towards the wall and stop it in an upright position.

DON'T COVER YOUR ASP



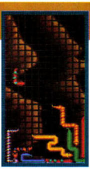
Snakes come in all kinds of colors and sizes, so try to keep the shorter snakes towards the top of the pile. If you place a long snake on top, it will block off several of the smaller snakes, making it difficult to clear the screen.

SLITHER INTO TIGHT SPOTS



These snakes are slippery critters, so keep that in mind when you are looking for a match. If you see a single-spaced opening, try to slide the snake in towards the bottom of the pile. You may get a match and cause all of the snakes to cascade to the bottom!

SNAKES-TWO FOR ONE



When a snake hits another snake of the same color, only the first snake will disappear. You can use this to your advantage if you have several snakes of the same color on the screen at the same time. Carefully maneuver the snake so that it eliminates as many of the snakes as possible!

19,417
The Pros' Best Mark

Test your skills against the pros at Bullet-Proof Software. These guys helped make the game, so you know that this score is good!

interest, with a balance of difficulties. A good puzzle game should also have a very definite learning curve and fit different puzzle interests. Some people don't like to play in real time. This is why it is good to have a Puzzle Mode with just puzzles to solve. People who don't do well in the real time game can still enjoy the game.

What other kinds of games do you play?

I have no all-time favorite. There was a time that I loved Pac-Man. It was my favorite game for a long time. I also enjoy adventure games. They are a little bit hard for me because of the language barrier, but when they have a good artist and good game content I like them. I loved Zelda because it's one of the cultural events of the industry. The shooting games don't attract me much, but sometimes I like to watch my kids play these games. I also enjoy simulation games like Civilization. So I switch from game to game.

What are you working on now with Animatek?

After El-Fish, which we did for the computer, we realized that it was too sophisticated to appeal to everybody, so we simplified it a little. I'm now working on the CD Title based on the same great animation. We decided to start with a series called the Nature Collection. The first several titles of this series will be about fresh water and salt water fish, then several titles about dinosaurs. After this we'll do several other titles, including butterflies, lizards and maybe prehistoric mammals.

We are also working on some video games. We are making one for Zombie Software called Ice and Fire. It will be a combination of adventure and shoot'em up. We have tried to come up with a game with exporing as well as puzzles.

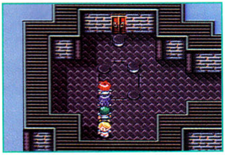
COUNSELORS' CORNER

LUFIA AND THE FORTRESS OF DOOM

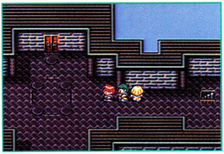
IN THE PIRATE'S TOWER, HOW DO I OPEN THE DOOR ABOVE THE FOUR FLOOR SWITCHES?

Shane Evans

To open the sealed door near the top of the Pirate's Tower, you must step on the floor switches in the correct order. Step on the upper left, the lower right, the lower left, then the upper right. If you complete the sequence correctly, the door will open when you step onto the switch in front of it. If you don't do it right, an alarm will sound and pirates will attack you. If the switches were already down, you have another task to do before coming here.



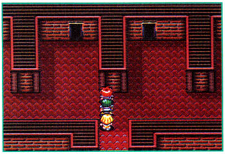
Step on upper left, lower right, lower left, then upper right floor switches. If you do it right, the door will open when you step on the switch in front of it.



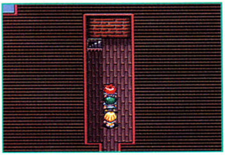
If the switches are already down when you arrive, take the seven pieces of Alumina to Professor Shaia at Carbis. When you return, the switches will be up.

WHERE IS THE BLUE GEM?

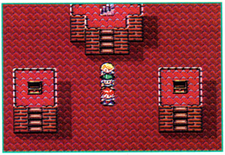
The Blue Gem, which is one of three you'll need to find in order to teleport to Elfrea, is in the basement of the Red Tower, but you must beat the Dark Ghost before you can recover it. If you've defeated the ghost, these directions will take you to the gem. From the tower entrance, walk straight up to the wall. From this point, you can see two doors above you. Take the one on the left. Go across the room and down the stairs to a room where there are three Treasure Chests. The Blue Gem is in the center chest. If the gem isn't there (and if the floor is gray and marshy) it means that you haven't beaten the Dark Ghost.



From the Red Tower's entrance, walk straight up to the wall. From there, you'll see two doors above you.



Go through the door on the left, walk across the room and take the stairs down to the Treasure Room.



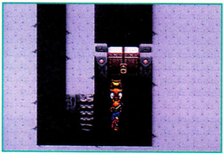
Take the blue Gem from the Treasure Chest in the center, then place it in its own tower.

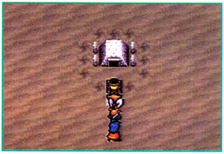
BREATH OF FIRE

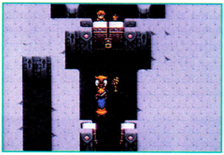
Vicky Curry

HOW DO I OPEN THE SAFE IN AURIA TO FREE THE GIRL?

You must have Karn, the thief, in order to open the Safe and free the rich man's daughter. Put him at the front of your party then face the Safe's door and press the A Button. If the door still says that it's locked, it means that you haven't found the Master Thieves' Book. If this is the case, return to the Krypt, where Karn joined you, and open all of the caskets on the lower floor. The last casket you open will contain the book. When you return to Auria with it, Karn will be able to open the Safe and free the girl.

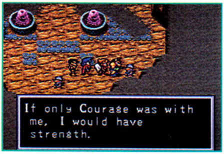

First, find Karn and put him at the head of your party, then face the Safe's Door and press the A Button.


If the Safe won't open, you haven't obtained the Master Thieves' Book. Go to the Krypt to get it.

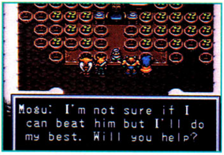

When you return to the Safe with both Karn and the Master Thieves' Book, the door will open.

HOW DO I DEFEAT MOTHRO?

You're destined for defeat the first time you meet up with Mothro, the boy who turns into a butterfly. After the battle, return to the village to find out about Mogu's Courage. Travel south, across the Steam Fields, and search for Mogu's Courage in a cave. When you find it, Mogu will join your party. Return with Mogu to fight Mothro. This time, your party will win.


If only Courage was with me, I would have strength.

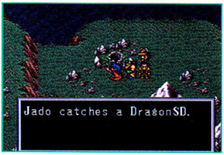
Get clues about Mogu's Courage in the village.


Mogu: I'm not sure if I can beat him but I'll do my best. Will you help?

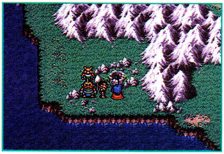
When you find Mogu's Courage, Mogu will join you.

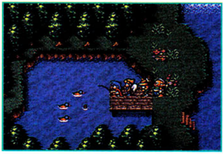
WHERE DO I FIND DRAGON EQUIPMENT?

Dragon Equipment is special gear that you must find by fishing in different locations throughout the game. To fish, you must have Rod 5, which is hidden in the basement of Tunlan Castle. With the Rod, try fishing in the ruined well northwest of Romero, the ruined well southwest of the desert, the pond in Spring and the ruined well in the mountains east of Gramor. In each location, you'll find something great.


Jado catches a DragonSD.

Drop your line in the ruined well northwest of Romero to hook the Dragon Sword.


Try your luck in the ruined well southwest of the desert. You should land a Dragon Hat.

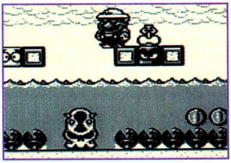

Test the waters of the pond after it thaws. The prize catch here is Dragon Armor.

WARIO LAND SUPER MARIO LAND 3

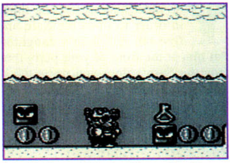
Dennis Fisher

WHERE IS THE TREASURE IN LEVEL 3?

You can't reach the treasure in Level 3 until you defeat the Spiked Pirate in Level 5. When you do, return and swim to the right. Go past the Treasure Room door then hit the first Face Block you find to get a Dragon Hat. Continue to the right to the Face Block that's underwater. Use Dragon Breath to blast the Face Block and get the Treasure Key. Take it back to the Treasure Room to get the Golden Horn.



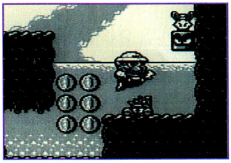
After you defeat the Spiky Pirate, return to Level 3 and hit the first Face Block past the Treasure Room.



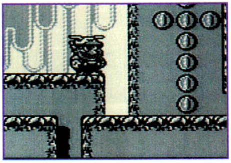
Put on the Dragon Hat and use Dragon Breath to blast the submerged Face Block. It holds the Key.

HOW DO I REACH SHERBET LAND?

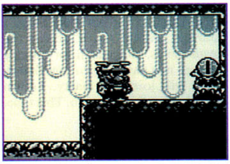
To reach Sherbet Land, you'll have to take the upper exit from Mt. Teapot's Level 8. From the beginning, go all the way right to the wall and hit the Face Block there to get a Jet Hat. Next, head back to the left, go under the ledge and enter the underwater door. Jump up the ledges on the right to reach a Save Point. Now work your way back down and around to the left side of the room. Exit through the door in the upper left. Go through two more rooms until you're near the first exit. Stand on the platform next to the arrow of coins and jump up and to the right. Press B to activate the Jet Hat, and keep holding Up and Right. The screen will scroll up and you'll be able to land on a ledge. Go right to the exit that leads to Sherbet Land.



Go all the way to the right when you enter Level 8 and hit the Face Block by the wall to get a Jet Hat.



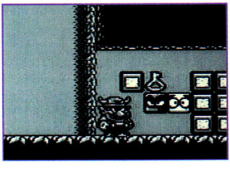
Stand on the ledge to the left of the coin arrow. Jump diagonally, Up and Right, and activate the Jet Hat.



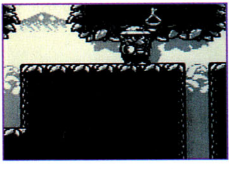
The screen will scroll up as you rise. Land on the first ledge, then continue to the right to find the exit.

WHERE IS THE TREASURE IN LEVEL 31?

First, complete Level 32, then return to 31. Drop down to the right, get a Garlic Pot from the Face Pot, then continue down. Bash through the blocks on the right until you reach two Face Blocks. Hit the left one to get the Key, the right one to get the Jet Hat. Go right, then up the next ladder. Jump to the right along the platforms until you finally come to a narrow gap. Hop into the gap to find the Treasure Room.



Bash through the blocks to the right until you reach the two Face Blocks. The block on the left holds the Key, while the one on the right holds the Jet Hat.



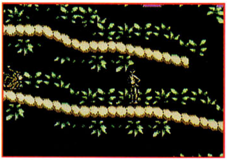
Climb the ladder, go right and drop into a narrow gap. When you land, go left to the Treasure Room door. Enter and use the key to get the mask.

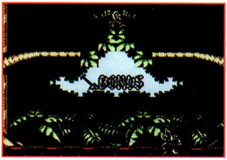
THE JUNGLE BOOK

WHERE IS THE SHOVEL IN LEVEL 2?

Shawn Bloom

To find the Shovel in Level 2, go all the way to the right where Kaa, the stage boss, is sleeping. Before you collect all of the gems and wake Kaa, jump up and over to the branch that is above Kaa, to the left. When you defeat the monkey on that branch, it will leave the Shovel behind. Pick it up, then go wake Kaa and defeat him. Use the Shovel to enter the bonus round at the end of the stage.

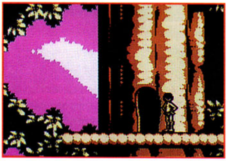

Go to the right and find Kaa, then climb to the branch above him. Defeat the monkey to get the Shovel.

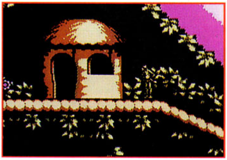


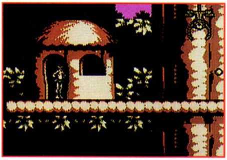
Collect the remaining gems and defeat Kaa. Use the Shovel to enter the bonus round at the stage end.

WHERE IS THE SHOVEL IN LEVEL 6?

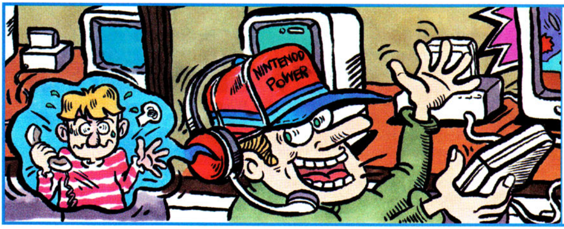
Level 6, Tree Village, has many vines to swing from and several huts that warp you to different sections of the stage. You'll use the huts to move back and forth in the stage to collect all of the gems on the various levels. To find the shovel, stay on the lower level and go all the way to the right. Go into the first knothole that you come to. When you exit, walk to the left, off the edge of the branch. Continue moving to the left and jump to the vine. Climb the vine, then continue going left to the next vine. Climb it, then swing to the right on the looped vines and jump to the ledge. Go right to the next vine, climb it, then walk to the left and enter the hut next to the Continue Marker. When you exit the hut, defeat the monkey you meet to get the Shovel. After you collect all of the gems and defeat the Mask, use the Shovel to enter the bonus round.


Stay on the lower level and go to the right until you come to a knothole in the tree.


Climb the series of vines described above, then go to the left and enter the hut by the Continue Marker.


When you exit the hut, you'll see the monkey. You'll have to defeat the monkey to get the Shovel.

CALL THE PROS FOR THE LATEST, GREATEST TIPS



WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

POWER PLAYER'S CHALLENGE

Time is running out if you want to post your best score this year. Hurry and send us your top shot at any one of the challenges below. If you don't like any of the challenges you see here, then send us your suggestions for future challenges.

CHALLENGE

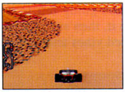
BREATH OF FIRE

How quickly can you build up your main character up to Level 50?

Only the strongest heroes can meet this challenge.

F-1 ROC II

What is your best Practice Mode time on the Paradise Track?



Make sure you're racing in the Practice Mode.

P.T.O.

How quickly can you win the war?

Enemy warships detected!

Send us a photo of the earliest date after you win the war.

TOMMY MOE'S WINTER EXTREME SKIING

What is your best time on the Snowboarding Downhill Run?

Watch out for trees; they keep hopping out in front of you!

TETRIS 2

What is your best score for this classic puzzle game?

BEST
1414
ROUND
SPEED

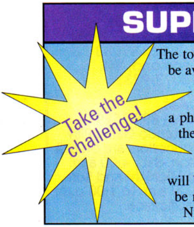
The same strategies work on the Super NES version that you used with the NES.

TROY AIKMAN NFL FOOTBALL

What is your widest margin of victory in a one-player game?

Pick your favorite team and start passing that ball.

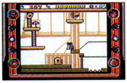
SUPER POWER CLUB CHALLENGE


Take the challenge!

The top 20 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by December 15, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power Staff. All decisions are final.

DONKEY KONG

What is your highest total number of 1-Ups you can collect in the game?



You'll need to work carefully to keep from losing your extra lives.

POWER PLAYERS

THE REN & STIMPY SHOW: SPACE CADET

Highest Scores.

Ramon Madrigal Jr. Fremont, CA	99,999
Tommy Axeman Boston, MA	89,640

SIMCITY

Highest Population.

Brad French Ferrysburg, OH	604,280
Bradley Nurse Petersborough, ON	555,120

Oldest City.

Bradley Nurse Petersborough, ON	July 9912

Quickest time to Megalopolis.

Dale Small Alba, MO	Oct. 1900
Shawn Conn Jeffersonville, IN	Jul. 1901
Penny Bodine Snohomish, WA	Oct. 1901

Quickest Megalopolis with Freedom Landscape.

Mark Rosario Victoria, BC	5 yrs.
Mike Leahey Dartsmouth, NS	9 yrs.

TECMO SUPER BOWL

Widest margin of victory in a one-player game.

Bronson McKinley Aurora, MO	99-00
Phil Bonilla Sapulpa, OK	99-00
Rob Volkert Monitowoc, WI	98-00
Nathan Cardwell Aloha, OR	97-00
Greg Johnson Jr. Hanover Park, IL	95-00
Andrew Daigle Portland, ME	85-00
Damon Gleave Stanley, ND	84-00

DISNEY'S ALADDIN

Most Red Gems collected.

Matt Conrad Sherborn, MA	70
Mark Mancini Hamden, CT	69
Jacob Demoss Dundee, MI	69
D. Paredes Naugatuck, CT	65
Dave Lucas Mentore, OH	65
Micheal Cotignola Bound Brook, NJ	64

DUCKTALES

Most money collected.

Andrew Marshall Columbia, MO	$11,500,000
Linda Jinx Los Angeles, CA	$10,980,000
Mark Antler Austin, TX	$10,300,400
Blair Hanson Las Vegas, NV	$2,341,950

MONOPOLY

Most money won.

Sean Hammond Haverhill, NH	$99,999
Glen Goodman Scottsdale, AZ	$99,999
James Massey Tupelo, MS	$97,415
Jay Sullivan Springfield, VA	$24,395

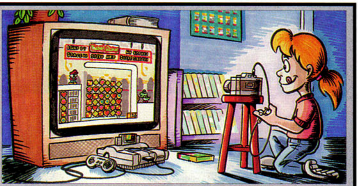
GOLF

Best Scores.

Scott Looker Denmark, WI	-24
Dorothy Islick Brooklyn, NY	-20
Mark Hamel Sarasota, FL	-18
Bob Feldman Corvallis, OR	-17

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail.



Send to ➜

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

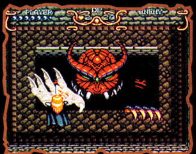
EXCLUSIVE

ILLUSION of GAIA™

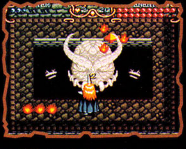
POWER GUIDE TO THE GUARDIANS

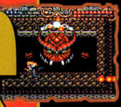
CASTOTH

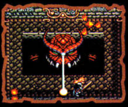
The first guardian looks the worst, but soon you'll think back fondly to his quaint, saber-like talons and warm, lovable fire-beams. Dodging the claws is job one and dodging the fire-shots is job two. Freedan can run around to the back where beams won't reach you as easily. Concentrate on one paw, and then the other. Then go for Castoth's ugly mug. When attacking, really lay into the guy with repeated, rapid sword strokes.



Freedan slugs it out with Castoth's perilous paw. When the claw moves, get out of there fast. This claw is almost history.







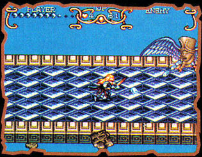
Watch for the fireworks on Castoth's head. The Lightning shot is about to fire. Run don't walk to escape.

LAUGH IN THEIR

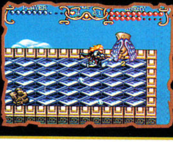
You'll laugh in the face of death, pull the pigtails of peril and tweak the nose of terror when using our strategies for axing the major guardians in Illusion of Gaia. For the gritty details on beating the bosses, you'll have to face up to the next four pages.

VIPER

This feathered freak fires from the mouth on this narrow platform in the sky. Actually, Viper turns out to be one of the easiest of guardians, just so long as you avoid his feathers. When Viper stops moving, attack quickly and repeatedly, then get out of the way for the monster's next attack.



Beware of the feathers. They are fast and they shoot at you in groups, but you can anticipate them and dodge to safety.

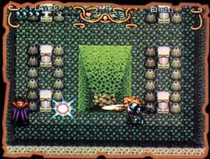


BASIC TRAINING

Most guardians move faster than you can walk, but not faster than you can run. Get in the habit of pushing twice on the Control Pad to run. Study the movements and shots of the guardians, attack when they're not shooting, then run.

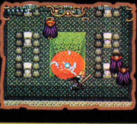
VAMPIRES

The Vampire couple should give you a run for your money. They attack with regular shots and a combined super shot. Three super shots will end your effort. Each Vampire has its own meter. Concentrate on one at a time, using Freedan's Dark Friar shots to shoot long distance. Work your way back through Mu to find Freedan. It can be done! Also, wait near intersections so you don't get trapped by the converging vampires. The combined shot is difficult to dodge, but if you anticipate its path you can outmaneuver it.

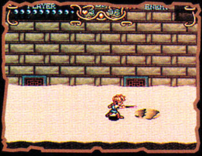


Use Freedan's Dark Friar shots to attack the Vampires from a safe distance. After shooting, run and power up for the next shot.

The super shot moves toward you, but doesn't track you. When you see it forming, run away from the duo.

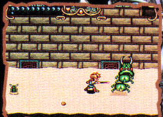


SAND FANGER

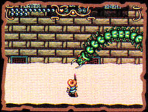


Wait for the Fanger to appear from the whirlpool. When you see its head, attack like crazy. You'll get a couple of hits.

At the end of the Great Wall of China you'll find yourself facing the hideous Sand Fanger. This serpent lives in the sand and surges out to attack its victims. You must battle this foe as Will. First, watch for the whirlpool in the sand. Stand nearby. When the fangs appear, attack repeatedly. Keep attacking like this and dodging the Fanger when it dives back into the sand. The Fanger also has an electrical discharge at times, but it shouldn't be a problem.



Only hits to the head will affect the Fanger. Stay clear of its body and tail, and watch out for its shots.



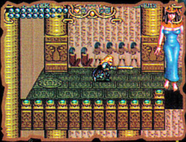
You can hit the Fanger as it dives into the sand, too. Make sure you stand just to the side of where it will enter.

UGLY FACES

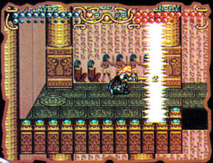
It isn't pretty, but if you want to save the world, you'll have to get used to spilling some slime.

MUMMY QUEEN

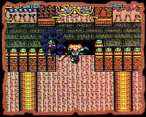
You can fight the Mummy Queen either as Shadow or Freedan. The key to victory is in using the two transporters from the lower floor to the upper. The Queen has three attacks: a circle of blue ghosts, an earthquake attack, and a bolt of lightning. The ghosts appear when you hit the Queen. If you're on the top level when you hit her, jump down just as the ghosts approach you. If you're on the lower floor, run to the transporter. The stones shaken loose from the earthquake can be dodged. The lightning bolt is rare, but you can keep away from it by keeping the Queen off the screen. She moves slowly, so you can always jump or transport away from her after your attacks. Shadow can also use the Aura Ball.



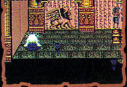
Freedan is in a bad position. Wait for the Queen at the jump ledge and hit her as she rises.



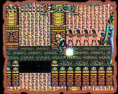
If you let yourself get cut off from the jumping ledge by the Queen, you'll take massive damage.



Here Freedan escapes the blue ghost group by leaping off the balcony.



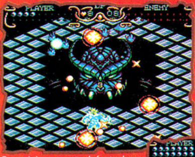
Use the transporters to beam out of a tight corner and set up your next balcony attack.



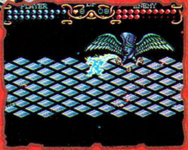
The lightning bolt is the biggest danger. When the Queen goes green, leave the scene.

THE TOWER

The Tower of Babel contains all your friends, waiting to pay you back for their earlier defeats. You'll fight as Shadow, which gives you one huge advantage—the Aura Ball. Have the Aura Ball selected so you can turn Shadow into a puddle. Whenever he is about to be hit, simply use the Aura Ball and melt. Since Shadow can't take damage in his liquid form, you'll be able to come through unscathed as long as you melt in time. The attacks of the guardians remain the same as in the earlier stages, only the rooms have changed their appearances. Your strategies also remain the same except for using Shadow's puddle defence and his flaming attack, which gives you the ability to attack from a distance.

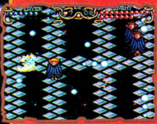


Castoth is a snap to defeat when using Shadow. Go for the claws, then the head.

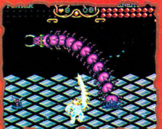


Viper doesn't stand a chance. During feather attacks, Shadow can melt and remain safe.

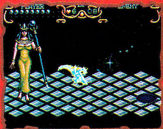
You should also have saved as many Herbs as possible. The reason for this is that you must battle many of these guardians one after the other without being able to visit a Dark Space. There is only one Dark Space midway up the Tower. You can also bring Apples from Euro, which are worth a little bit of energy. Because energy is at a premium, don't rambo through this stage. Use some finesse.



The Vampires are probably the toughest Tower guardians, but you can stand across the gaps and attack them safely.



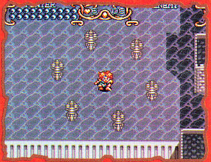
Sand Fanger may be the easiest of the Tower guardians since its movement is so predictable.



Her Royal Mummyness has the same attack on this astral plain. Shadow should use the Aura Ball to escape her wrath.

FINAL BATTLES

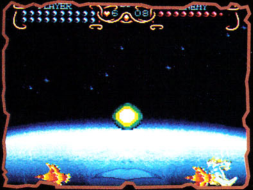
The time has come for Will to transform into the Firebird and wing his way to the Chaos Comet for the final confrontations. At the top of the Tower, Will, Kara and their spirit helpers all join together to create the powerful Firebird. (Before reaching this final level where you'll make the epic journey into space, you'll have an opportunity to save the game and refill your energy in a Dark Space. You can also return to Dao at this point. If you have all 50 Jewels, you can learn the truth about Gem.) Your new fire shots give Shadow extra range for the two final battles ahead and the Aura Ball is your defense.



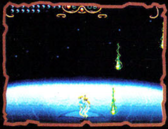
The power of the six mystic statues and Will's ancestors will transform him into the Firebird at the top of the Tower of Babel.

THE COMET

The Chaos Comet itself is your first enemy. When the Firebird lands on the frozen surface, the comet shows a malevolent face. The comet's attack is a rain of frozen fire that drops randomly from above. The Firebird must dodge the rain then attack when the Comet's mouth briefly opens. Stay near the bottom of the screen and make small sideways movements while dodging to decrease the chances of running into a fire drop while escaping another. Although the battle will rage for some time, you shouldn't take any damage if you are quick. It's important to preserve your life meter for the final battle.



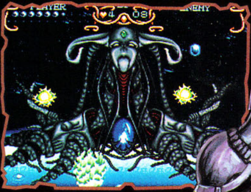
Send your flaming firebird shots at the Comet's open mouth. You'll get only a couple of hits each time.



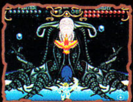
Quick reflexes will keep you out of reach of the falling drops of green comet fire.

DARK GAIA

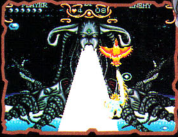
The power behind the Chaos Comet and its devastating effects on Earth turns out to be Dark Gaia—sort of a cosmic evil twin of the Gaia who has helped you in the Dark Spaces throughout the game. Dark Gaia has multiple attacks including several types of shots that will fry your giblets. Again, stay near the bottom of the screen, this time right in the middle so you can shoot up at Dark Gaia's head. Watch out for the blue globes that move about guarding Dark Gaia and the energy balls fired in a crossing pattern from each side. Use the Aura Ball to melt Shadow when the shots come toward him. When you're in the clear, fire constantly at Dark Gaia, then get ready for the massive beam that fires from her mouth. If you lose, you'll have to start off back at the comet with half power. The key is melting away from danger.



Shadow should melt down when shots are fired at him. When you appear again, move to center screen and fire.



Aim for Dark Gaia's head. You can only damage her when her mouth opens, which isn't often.



When Gaia hurls light, you can stand in this safe spot, which isn't all that safe, or melt down using the Aura Ball.

CONTRA™
THE ALIEN WARS

AD 2636—A strange cloud appears over the Earth, and from it comes an unexpected alien attack. Earth is left in complete ruin. You are the last hope for mankind and you're armed to the teeth!

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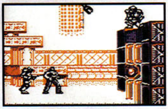
STAGE 1 ACROSS THE FIRE FIELD

If you've ever had the chance to play a Contra game, you'll be able to finish this level without much trouble. Work your way to the right across the Fire Fields, shooting at anything that gets in your way. Avoid being hit at all costs. One hit and it's all over.

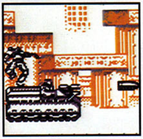
1 WATCH YOUR BACK

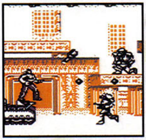
When you're working through this stage, it's important to keep an eye on the area behind your character. Enemies can storm you from any direction, prematurely ending your mission.

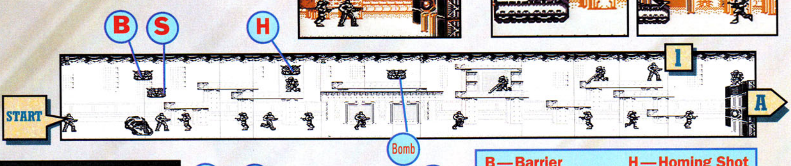


2 TANKS FOR THE RIDE

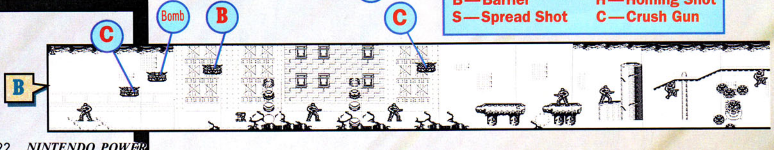
If you want some extra power, take this tank for a spin. When it gets hit, you'll have to continue on foot.





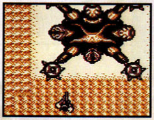


B—Barrier
S—Spread Shot
H—Homing Shot
C—Crush Gun

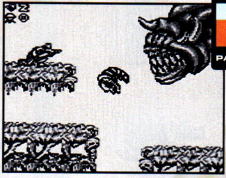


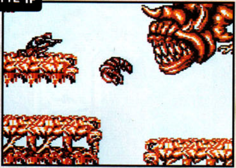
GAME BOY CONTRA

Konami opens a new chapter in the Contra saga with the arrival of Contra: the Alien Wars for Game Boy. Similar to Contra III for the Super NES, this game allows Contra fans to take the famed conflict anywhere they go. Good graphics and familiar game play make this game a welcome addition to the Contra family, but players who have mastered the original Alien Wars on the Super NES may find this game a little too similar to the first one.



SUPER GAME BOY
PALETTE 1F





The graphics look good on a Game Boy, but they look even better on a Super Game Boy! If you don't like the default colors, select your own.

ARSENAL

SPREAD SHOT

This weapon isn't any more powerful than your normal gun, but it does have a wider range.

HOMING SHOT

This weapon shoots missiles that will seek out and destroy all of your enemies.

CRUSH GUN

The powerful shots of this weapon are great for destroying larger enemies.

FLAME THROWER

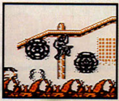
You can torch everything in your path with this ultimate weapon.

BARRIER

This may not seem like a weapon, but you destroy everything that hits your barrier.

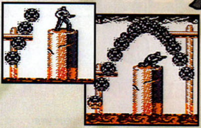
3 LEAP OF FAITH

The large rock that flies out of the lava will prove troublesome for unwary mercenaries. Wait until the rock flies out of the lava, then jump as it starts to fall again. Quickly move out of the way before it reappears.



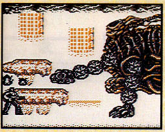
4 STEADY AS A ROCK

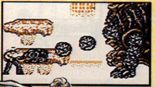
You can wait out the firestorm by standing on the rock in the center of the screen. Wait until the lava trail moves from the left to the right side of the screen, then jump while it's safe. If you don't move quickly, you'll have to face the heat.



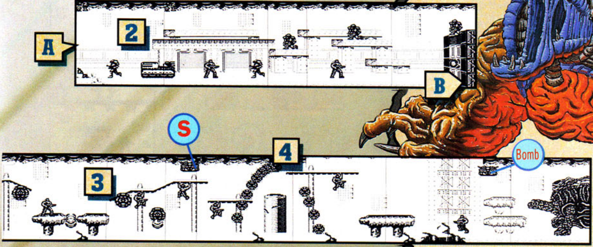
BOSS 1 BEAST KIMKOH

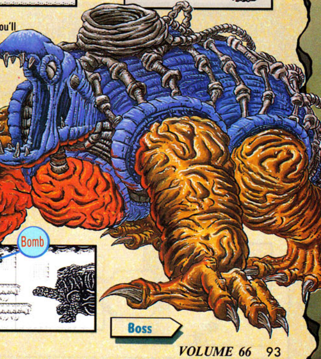
When you face the boss of Stage 1, you'll need to think quickly. Target the glowing spot beneath his neck and keep firing your weapon. Avoid his shots as well as his biting attack. If you get hit you're done for.





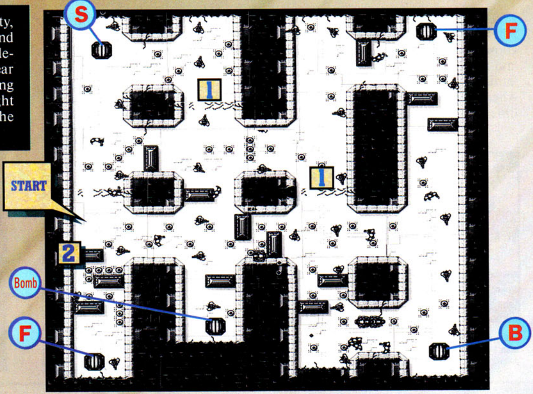
If you stand in the bottom left corner you'll be safe from the beast's bite, but watch out for his shots.

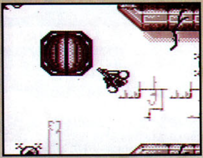




STAGE 2 SEARCHING THE RUINS

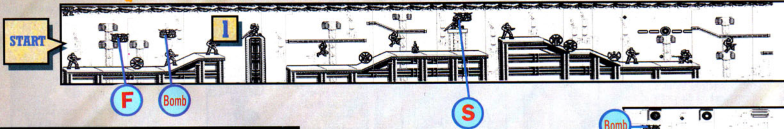
You hit the streets of the city, searching through the ruins to find the alien strongholds. You must destroy all five strongholds to clear this stage, but if you're having trouble finding the aliens, fight your way in the direction of the flashing arrows.





Your objective in Stage 2 is to seek out and destroy all five of the alien strongholds.

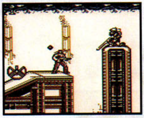
STAGE 3 CLIMB HIGH

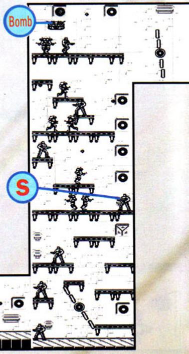


The battle carries you across the top of the city, defeating the alien hordes that fill the airways. It will take sure feet and a steady aim to clear this level. If you miss a jump, your battle is over. Take your time and shoot everything that moves!

1 COMBINATION ATTACK

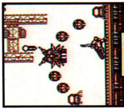
If you're having trouble clearing the enemies out of your way before you jump, try using your bombs. When you're risking your life anyway, you might as well use one of the bombs in reserve. If it doesn't work, you'll get a new bomb with your next life! After the bomb clears the way, get moving before the aliens return.

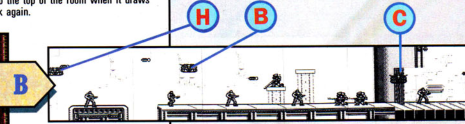




A WALL WALKER

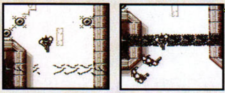
Wait until the Wall Walker starts moving towards you, then move down while you're shooting diagonally at it. Move back to the top of the room when it draws away, then repeat your attack again.





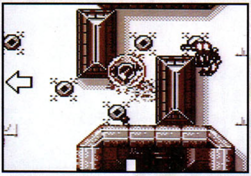
1 WATCH THE CRACKS

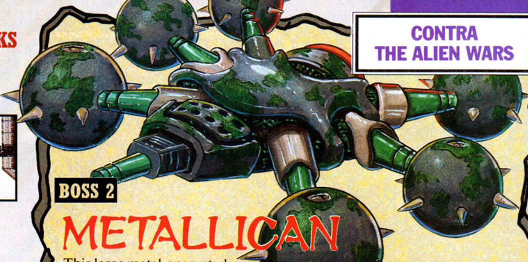
If the cracks in the ground spread clear across the street, look carefully for the safe path. If you cross anywhere else, it will spell your doom!



2 LAND MINES

The land mines spread throughout this stage can be deadly, but only if you stand on them. If you accidently trigger one of them, run away before it explodes.

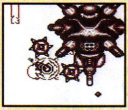




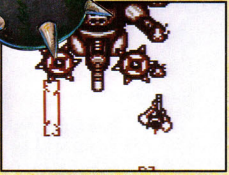
BOSS 2

METALLICAN

This large metal-encrusted crustacean is as deadly as it appears. When it starts spinning, run or it'll catch you, crushing your puny body. If things get rough, don't forget to use your bombs!

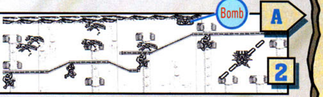


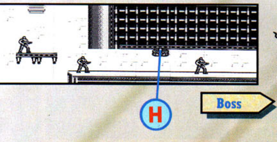
You must start running away as soon as Metallican begins to move.



Shoot off all six of the spiked wheels, then aim for the center of the beast.

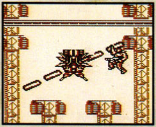
F—Flame Thrower
B—Barrier
S—Spread Shot
H—Homing Shot
C—Crush Gun

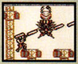




2 GRAB THE ARM

When this nasty little enemy appears, hop onto one of the spinning arms and quickly move to the outside edge. Continue to shoot at the center of the alien, hopping off when it begins to explode.

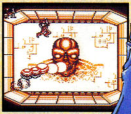


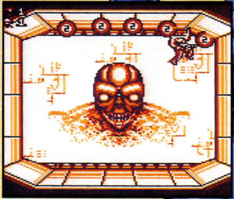


Boss 3

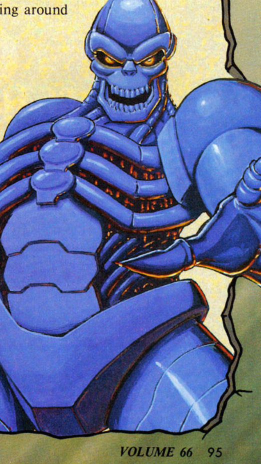
ROBO-CORPSE

You only need to shoot Robo-Corpse's head to defeat him, but staying away from his attacks may prove difficult. Continue moving around the room in a clockwise direction.





When he shoots his bombs, move to the other side of the room. Move back after they've exploded.



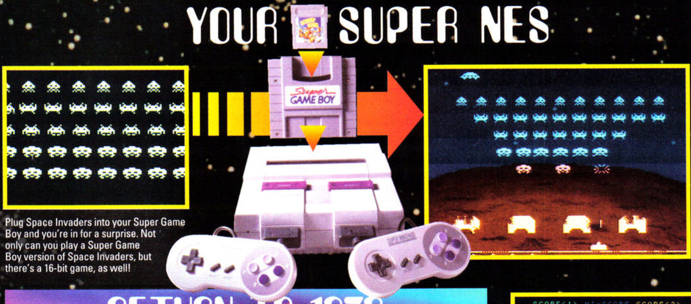
THE INVADERS HAVE LANDED...THEY HAVE TAKEN THE GAME BOY HOSTAGE...EXTRA...BREAKING NEW

16-BIT

SPACE INVADERS

© Taito 1994

THEY'RE INVADING YOUR SUPER NES



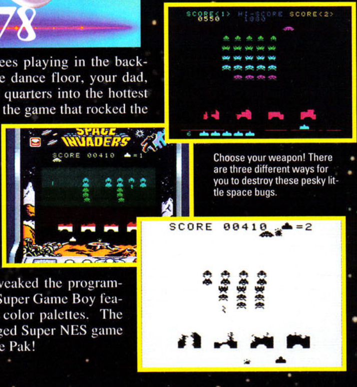
Plug Space Invaders into your Super Game Boy and you're in for a surprise. Not only can you play a Super Game Boy version of Space Invaders, but there's a 16-bit game, as well!

RETURN TO 1978

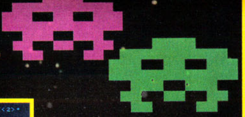
With the musical styling of Barry Gibb and the Bee Gees playing in the background and all of his buddies dancing the Hustle on the dance floor, your dad, dressed in the white polyester flare-legged suit, plugged quarters into the hottest game in town; Space Invaders. Now you can experience the game that rocked the world of gaming for yourself, without wasting your quarters! If you need any playing tips, ask your dad, he'll know. When you do, ask him about that suit.

SUPER UPGRADE

When Nintendo heard that Taito was planning a Game Boy Space Invaders, they decided it was the perfect opportunity to showcase the abilities of the Super Game Boy. After getting the rights to make the game, Nintendo tweaked the programming a bit, adding several new Super Game Boy features, including three different color palettes. The best new feature is the full fledged Super NES game included in the Game Boy Game Pak!

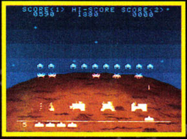


Choose your weapon! There are three different ways for you to destroy these pesky little space bugs.

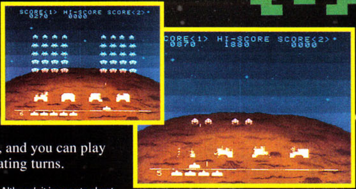


SUPER NES GAME

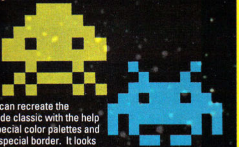
It's true! There is a Super NES game hidden inside this Game Boy Game Pak! If you play Space Invaders with a Super Game Boy, you have the option to play the Arcade version of the game. All of the details of the original arcade games have been faithfully recreated, with all the original colors and sounds! You can choose from four different styles of the arcade classic, and you can play with one or two players alternating turns.



Your shots move much quicker in the Super NES game, making it easy to destroy the alien hordes.

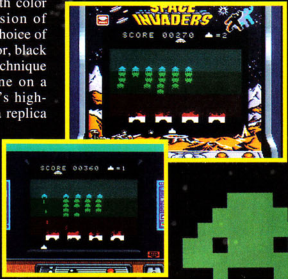


Although it is easy to shoot the invaders in the center of the pack, it is dangerous to do this. If the aliens are spread out on the screen when they speed up, it's almost impossible to destroy them before they hit the ground.



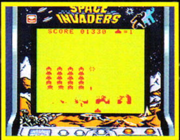
SUPER GAME BOY

The Super Game Boy adds both color and style to the normal version of Space Invaders. You have the choice of three classic color palettes: color, black and white, or the incredible technique of putting colored cellophane on a black and white screen (1970's high-tech!). The default border is a replica of the original stand-up arcade game, but if you pause, then press A, it will change to the tabletop version.

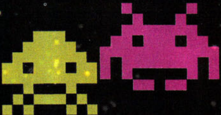


You can recreate the arcade classic with the help of special color palettes and this special border. It looks just like the real thing, only much smaller.

Pause the game then press the A Button to find this secret border. Now you're playing the sit down Space Invaders.

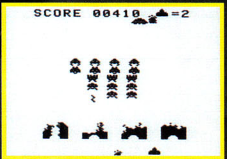


If you grow weary of the special palettes, you can still create your own incredible color combinations. This one's lovely!

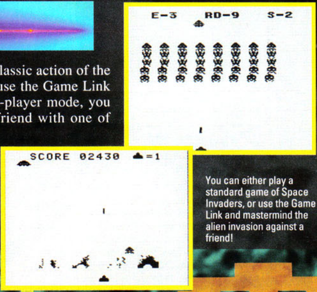


GAME BOY

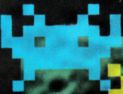
The Game Boy version of Space Invaders gives you the same classic action of the arcade, but lets you take the battle on the road! You can also use the Game Link and hook up with a friend who also has the game. In the two-player mode, you face off against your friend with one of you controlling the aliens!



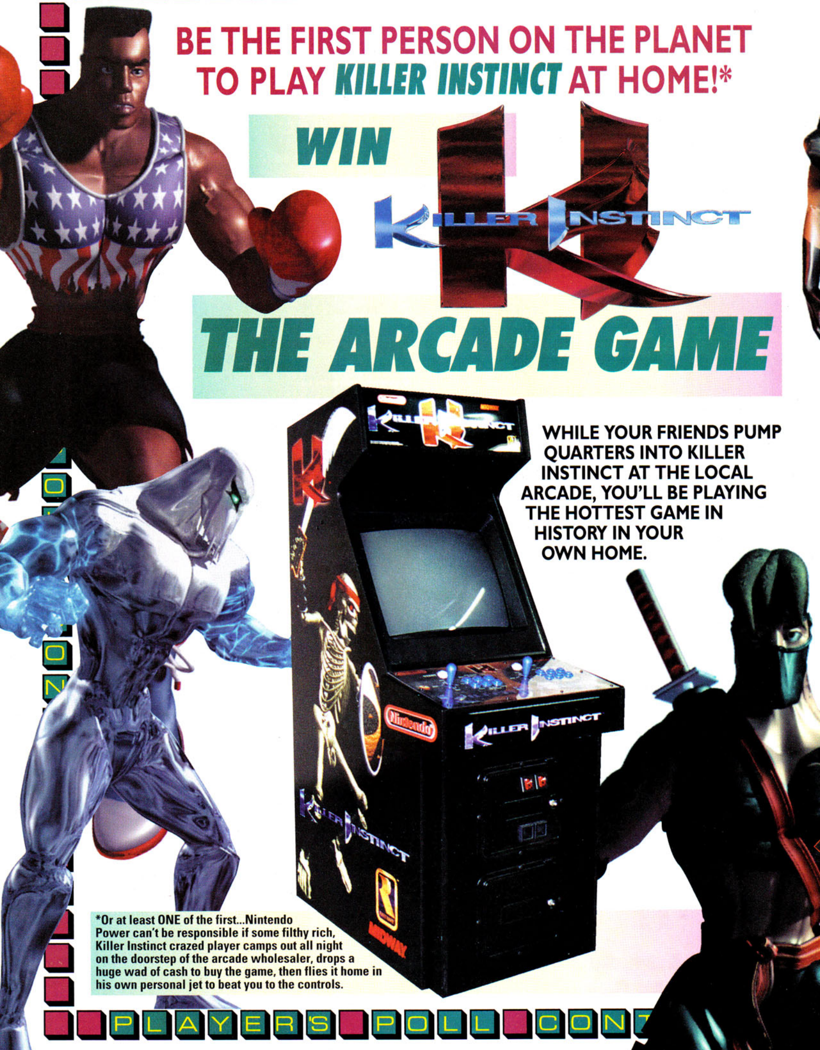
The color may not be as exciting in the Game Boy version of Space Invaders, but the mobility is a big bonus. Blast aliens wherever you go!



You can either play a standard game of Space Invaders, or use the Game Link and mastermind the alien invasion against a friend!



BE THE FIRST PERSON ON THE PLANET TO PLAY *KILLER INSTINCT* AT HOME!*


KI
KILLER INSTINCT
KILLER INSTINCT
Nintendo
KILLER INSTINCT
MIDWAY

WIN KILLER INSTINCT THE ARCADE GAME

WHILE YOUR FRIENDS PUMP QUARTERS INTO KILLER INSTINCT AT THE LOCAL ARCADE, YOU'LL BE PLAYING THE HOTTEST GAME IN HISTORY IN YOUR OWN HOME.

***Or at least ONE of the first...Nintendo Power can't be responsible if some filthy rich, Killer Instinct crazed player camps out all night on the doorstep of the arcade wholesaler, drops a huge wad of cash to buy the game, then flies it home in his own personal jet to beat you to the controls.**

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Please indicate, in order of preference, your five favorite NES games.

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male
2. Female

F. What did you think of the Making of Donkey Kong Country Video that you received in the mail?

1. I loved it! I must get that game!!
2. It was kind of cool.
3. What a waste of video tape.
4. I don't have a VCR.
5. I didn't get the Video.

G. How many friends did you show the Donkey Kong Country Video to?

1. A couple of friends.
2. Three or four buddies.
3. More than four, but less than a dozen friends.
4. I loaned it out to everyone in my school.
5. None

H. Are you planning to get a copy of Donkey Kong Country for your very own?

1. Yes
2. No

Trivia Question: Who is Donkey Kong's grandfather?

Answers to the Player's Poll - Volume 66

Name____________________ Tel. ________________

Address ________________________________

City ____________ State/Prov. __________ Zip/Postal ________

Membership Number________________ Age ________________

A. Indicate numbers from 1-108 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

B. Indicate numbers 109-172 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

C. Indicate numbers 173-222 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

D.
1 2 3 4 5 6

E.
1 2

F.
1 2 3 4 5

G.
1 2 3 4 5

H.
1 2

Trivia Answer________________________________

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES Games

1. ActRaiser
2. ActRaiser 2
3. Aerobiz SuperSonic
4. Air Strike Patrol
5. Alien^3
6. An American Tail: Fievel Goes West
7. Battletoads & Double Dragon: The Ultimate Team
8. Blackthorne
9. Brain Lord
10. Breath of Fire
11. Bugs Bunny Rabbit Rampage
12. Capcom's Soccer Shootout
13. Championship Soccer '94
14. Clay Fighter Tournament Edition
15. Daffy Duck: The Marvin Missions
16. The Death & Return of Superman
17. Desert Strike
18. Disney's Aladdin
19. Disney's Beauty and the Beast
20. Disney's Jungle Book
21. Donkey Kong Country
22. Double Dragon V: The Shadow Falls
23. Earthworm Jim
24. Equinox
25. Fatal Fury 2
26. FIFA International Soccer
27. Final Fantasy II
28. Final Fantasy III
29. Final Fantasy Mystic Quest
30. Final Fight 2
31. Flashback
32. F-Zero
33. Illusion of Gaia
34. Indiana Jones' Greatest Adventures
35. Joe & Mac 2
36. Jurassic Park
37. Ken Griffey Jr. Presents MLB
38. Kick Off 3
39. The King of Dragons
40. The King of the Monsters 2
41. Knights of the Round
42. The Legend of Zelda: A Link to the Past
43. Lester the Unlikely
44. Liberty or Death
45. Lord of the Rings, Vol.1
46. The Lost Vikings
47. Madden NFL '95
48. Mario Paint
49. Mega Man X
50. The Mighty Morphin Power Rangers
51. Monopoly
52. Mortal Kombat
53. Mortal Kombat II
54. NBA All-Star Challenge
55. NBA Jam
56. NCAA Basketball
57. NHLPA Hockey '93
58. NHL Hockey '94
59. NHL Stanley Cup
60. Pac-Man 2
61. Pilotwings
62. Pocky & Rocky 2
63. Road Runner's Death Valley Rally
64. Rock 'n Roll Racing
65. Secret of Mana
66. Shien's Revenge
67. SimCity
68. The Simpsons: Bart's Nightmare
69. Sonic Blastman 2
70. Sparkster
71. Spider-Man & Venom: Maximum Carnage
72. Star Fox
73. Star Trek: The Next Generation
74. Street Fighter II Turbo
75. Street Fighter II: The World Warrior
76. Stunt Race FX
77. Super Black Bass
78. Super Adventure Island 2
79. Super Bomberman 2
80. Super Castlevania IV
81. Super Empire Strikes Back
82. Super Ghouls 'n Ghosts
83. Super Mario All-Stars
84. Super Mario Kart
85. Super Mario World
86. Super Metroid
87. Super NBA Basketball
88. Super Punch-Out!!
89. Super Star Wars
90. Super Street Fighter II
91. Super Strike Eagle
92. Tecmo Super Bowl
93. Tetris 2
94. Tiny Toon Adventures — Buster Busts Loose
95. TMNT IV: Turtles in Time
96. TMNT Tournament Fighter
97. Tommy Moe's Winter Extreme Skiing and Snowboarding
98. Top Gear 2
99. Turn and Burn: No-Fly Zone
100. The Twisted Tales of Spike McFang
101. Vegas Stakes
102. Vortex
103. Wild Snake
104. Wolfenstein 3-D
105. World Cup USA '94
106. WWF Royal Rumble
107. Yoshi's Cookie
108. Zombies Ate My Neighbors

Game Boy Games

109. Alien^3
110. Baseball
111. Batman: The Animated Adventure
112. Battletoads
113. Battletoads in Ragnarok's World
114. Bionic Commando
115. Black Bass Lure Fishing
116. Caesars Palace
117. Castlevania II: Belmont's Revenge
118. Contra: The Alien Wars
119. Cool Spot
120. Disney's Jungle Book
121. Donkey Kong
122. Dr. Mario
123. F-1 Race
124. Faceball 2000
125. Final Fantasy Adventure
126. Final Fantasy Legend
127. Final Fantasy Legend II
128. Final Fantasy Legend III
129. Gargoyle's Quest II
130. Golf
131. Jeopardy Sports!
132. Jurassic Park
133. Kirby's Dream Land
134. Kirby's Pinball Land
135. The Legend of Zelda: Link's Awakening
136. Looney Tunes
137. Mega Man II
138. Mega Man III
139. Mega Man IV
140. Mega Man V
141. Metriod II: Return of Samus
142. The Mighty Morphin Power Rangers
143. Monopoly
144. Monster Max
145. Mortal Kombat
146. Mortal Kombat II
147. NBA Challenge 2
148. Pac-Man
149. The Ren & Stimpy Show
150. RoboCop vs. The Terminator
151. The Simpsons: Bart and the Beanstalk
152. Space Invaders
153. Spider-Man & The X-Men in Arcade's Revenge
154. Super Mario Land
155. Super Mario Land 2 — 6 Golden Coins
156. Super R.C. Pro-Am
157. Star Trek: The Next Generation
158. Tarzan
159. Taz-Mania in Christmas Island Capers
160. Tecmo Bowl
161. Tetris
162. Tetris 2
163. Tiny Toon Adventures
164. TMNT: Back from the Sewers
165. TMNT: The Fall of the Foot Clan
166. TMNT III: Radical Rescue
167. Ultima—Runes of Virtue II
168. Wario Land: Super Mario Land 3
169. Wild Snake
170. Yogi's Goldrush
171. Yoshi
172. Yoshi's Cookie

NES Games

173. Baseball Stars
174. Batman Returns
175. Battletoads
176. Battletoads and Double Dragon
177. Blades of Steel
178. Bonk's Adventure
179. Caesars Palace
180. Castlevania III — Dracula's Curse
181. Darkwing Duck
182. Disney's Beauty & The Beast
183. Disney's Chip 'n Dale Rescue Rangers 2
184. Disney's Duck Tales
185. Disney's Duck Tales 2
186. Disney's Jungle Book
187. Dragon Warrior
188. Dragon Warrior II
189. Dragon Warrior III
190. Dragon Warrior IV
191. Dr. Mario
192. Final Fantasy
193. Jurassic Park
194. Kirby's Adventure
195. The Legend of Zelda
196. Mega Man
197. Mega Man II
198. Mega Man IIII
199. Mega Man IV
200. Mega Man V
201. Mega Man VI
202. Metroid
203. Monopoly
204. Ms. Pac-Man
205. NES Open Tournament Golf
206. Pac-Man
207. Super Mario Bros.
208. Super Mario Bros. 2
209. Super Mario Bros. 3
210. Teenage Mutant Ninja Turtles
211. Tecmo Bowl
212. Tecmo NBA Basketball
213. Tecmo Super Bowl
214. Tetris
215. Tetris 2
216. TMNT Tournament Fighter
217. TMNT II: The Arcade Game
218. TMNT III: The Manhattan Project
219. Yoshi
220. Yoshi's Cookie
221. Zelda II: The Adventure of Link
222. Zoda's Revenge: Star Tropics 2

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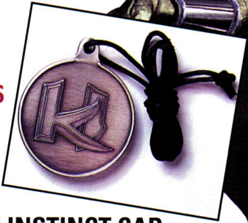

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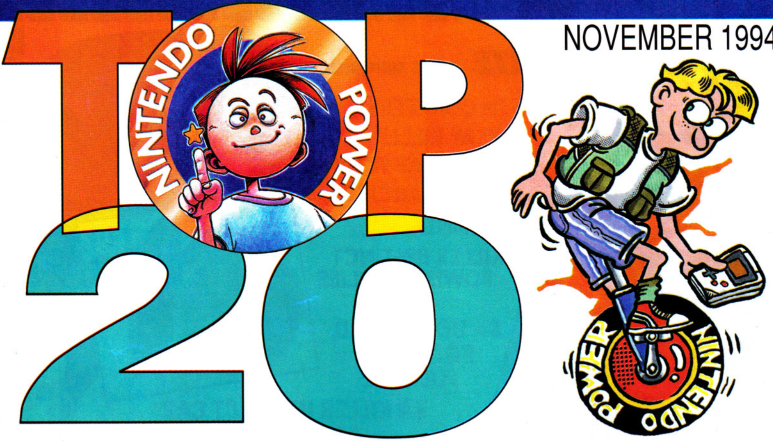
NOVEMBER 1994



There are two big debuts on the Top 20 charts this month. Donkey Kong Country comes in at number six and Earthworm Jim is a pleasant surprise, showing up at number eight. Both of these games are well anticipated, and should have strong showings on the charts for months to come!

SUPER NES

1 15,403 POINTS
7 MONTHS

SUPER METROID

Samus leaps back to the top of the charts again this month. Have you found all the secrets of Zebes?

2 14,186 POINTS
5 MONTHS

SUPER STREET FIGHTER II

Street Fighter II is the current fighting game champion, but MK II is heading up the ladder.

3 11,489 POINTS
34 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Ganon has the power to destroy the Light World, and only Link can stop him.

4 11,389 POINTS

KEN GRIFFY JR PRESENTS MLB

Grab a bat and try to drive the ball off the face of the upper deck. Griffey can do it– can you?

5 11,113 POINTS

NBA JAM

He's heating up! You can't keep a good player down when there is a point to be made.

6	9,562 POINTS	DONKEY KONG COUNTRY
7	8,240 POINTS	STUNT RACE FX
8	6,463 POINTS	EARTHWORM JIM
9	5,938 POINTS	SUPER MARIO KART
10	5,859 POINTS	MORTAL KOMBAT II
11	5,557 POINTS	SECRET OF MANA
12	5,223 POINTS	MEGA MAN X
13	4,421 POINTS	MIGHTY MORPHIN POWER RANGERS
14	3,719 POINTS	SUPER MARIO ALL-STARS
15	3,501 POINTS	FINAL FANTASY III
16	3,457 POINTS	FIFA INTERNATIONAL SOCCER
17	3,224 POINTS	FINAL FANTASY II
18	3,055 POINTS	SIMCITY
19	2,956 POINTS	DISNEY'S ALADDIN
20	2,680 POINTS	FINAL FANTASY MYSTIC QUEST

GAME BOY

1 16,698 POINTS
19 MONTHS

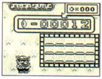
THE LEGEND OF ZELDA: LINK'S AWAKENING

You found your
Sword! It must

Hey, Link! Wake up buddy! You're the star of the top game on the Game Boy charts.

2 15,734 POINTS
9 MONTHS

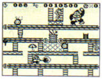
WARIO LAND: SUPER MARIO LAND 3



The Players think that Wario is bad, and bad is good, at least when you play this game.

3 15,353 POINTS
6 MONTHS

DONKEY KONG



The top banana is making waves with his hot new Game Boy game, but his next game is even hotter!

4 12,890 POINTS

TETRIS

All of the pieces keep falling into place, keeping this game near the top of the charts.

5 12,421 POINTS

SUPER MARIO LAND 2: 6 GOLDEN COINS

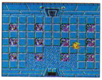
Mario's biggest Game Boy adventure is still a favorite with the Pro Picks.

6	9,829 POINTS	METROID II: RETURN OF SAMUS
7	7,862 POINTS	KIRBY'S DREAM LAND
8	7,194 POINTS	SUPER MARIO LAND
9	6,670 POINTS	KIRBY'S PINBALL LAND
10	6,123 POINTS	MORTAL KOMBAT
11	6,080 POINTS	JURASSIC PARK
12	4,978 POINTS	F-1 RACE
13	4,975 POINTS	DR. MARIO
14	4,709 POINTS	TETRIS 2
15	3,849 POINTS	MEGA MAN V
16	3,731 POINTS	GOLF
17	3,347 POINTS	TMNT: FALL OF THE FOOT CLAN
18	3,176 POINTS	FACEBALL 2000
19	2,974 POINTS	FINAL FANTASY LEGEND III
20	2,792 POINTS	DISNEY'S JUNGLE BOOK

NES

1 15,140 POINTS
74 MONTHS

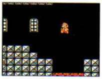
THE LEGEND OF ZELDA



That Link guy is really popular. All of his games are on the Top 20 charts this month.

2 12,684 POINTS
62 MONTHS

SUPER MARIO BROS. 3



Mario is still trying to save the Princess from the evil King Koopa, even after 62 months!

3 10,376 POINTS
9 MONTHS

MEGA MAN VI

The Blue Warrior is taking on the evil robot army. Who is really behind this sinister plot?

4 10,306 POINTS

METROID

Samus' original adventure is gaining popularity, thanks to her new Super NES game.

5 8,215 POINTS

NES OPEN TOURNAMENT GOLF

Take a swing at the competition in the hottest NES golf game around.

6	8,005 POINTS	ZELDA II: THE ADVENTURE OF LINK
7	7,580 POINTS	DR. MARIO
8	7,399 POINTS	FINAL FANTASY
9	6,012 POINTS	TETRIS
10	5,684 POINTS	TETRIS 2
11	5,541 POINTS	NES PLAY ACTION FOOTBALL
12	5,121 POINTS	BATTLETOADS
13	5,077 POINTS	KIRBY'S ADVENTURE
14	4,886 POINTS	SUPER MARIO BROS. 2
15	4,500 POINTS	DRAGON WARRIOR
16	4,353 POINTS	BASEBALL STARS
17	4,276 POINTS	DRAGON WARRIOR IV
18	4,143 POINTS	TECMO SUPER BOWL
19	3,632 POINTS	PAC-MAN
20	3,323 POINTS	MONOPOLY

NOW PLAYING

NOVEMBER 1994

LOOK FOR THESE RELEASES SOON

DONKEY KONG COUNTRY

Company	Nintendo
Suggested Retail Price	$69.95
Release Date	November 1994
Memory Size	32 Megabits
Game type	Ape adventure for one or two players

Donkey Kong returns to the forefront of video games after more than ten years. The game features fully rendered computer animation and traditional platform action, but the variety of play and fun characters encountered throughout the game make it more of an adventure. Don't miss this month's insider review.

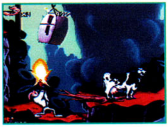
+ The ultimate graphics in the best action adventure game ever for the Super NES or any video game system. It's simply the best. Battery backed-up memory. 100 bonus areas.

− Players may miss many of the bonus areas and think the game is shorter than it really is. (You must try everything to get the full impact!)

EARTHWORM JIM

Company	Playmates
Suggested Retail Price	$69.99
Release Date	November 1994
Memory Size	24 Megabits
Game type	Segmented action for one player

This game brings together excellent artwork and a unique and wonderfully weird sense of humor. The variety of play ranges from traditional platform scrolling and jumping to some innovative flying stages. Within side-scrolling stages, expect to be slowed by puzzles more than by enemies. This month you can get your first look at EJ, and next month Power will give you a special feature review.



+ Great animation and variety of play. Great irreverant, twisted sense of humor. Wonderful cast of enemy characters. Cow launching!

− Play control feels loose and takes some getting used to. Unclear stage paths can cause some frustration.

INDIANA JONES' GREATEST ADVENTURES

Company	JVC
Suggested Retail Price	Not Available
Release Date	November 1994
Memory Size	16 Megabits
Game type	Indy in action for one player

The greatest hero of American cinema relives his greatest action-packed, death-defying, thrill-seeking moments. Scenes from all three Indy movies have been included in this game along with a variety of game play perspectives to add to the challenge. Before trying any of these stunts at home, read the Power review in this month's issue.

+ Great action and lots of challenge. Follows story sequences for a true Indy feel.

− The animation isn't as stunning as you'd expect. Action limited to jumping, whipping and steering.

NBA LIVE '95

Company	**EA Sports**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**12 Megabits**
Game type	**NBA action for up to five players**

Basketball gets a new look from EA Sports with one of the hottest sports titles of the year. Every option you need to simulate NBA action has been included, both on the court and off. Check out the stats in this month's Sports Scene.

+ Excellent animation and AI. New perspective for EA Sports B-ball. Every option and aid to play you can think of. Battery backed-up memory. 1994 schedules and rosters. Trading.

− Passing is a challenge. Very fast action may leave casual players in the dust.

MICHAEL ANDRETTI'S INDY CAR CHALLENGE

Company	**Bullet-Proof Software**
Suggested Retail Price	**$69.00**
Release Date	**November 1994**
Memory Size	**8 Megabits with DSP**
Game type	**Indy car racing for one or two players**

One of the top drivers of the Indy car circuit brought his knowledge of the courses and Indy car racing to this game. From the smooth scrolling graphics to the race tactics, it paid off with a realistic Indy car simulation. The playback feature lets you relive your great achievements, or learn from your mistakes. This month's Sports Scene goes down to the track for a close-up of this speedster.

+ Good Mode 7 graphics effects and simulated speed. Good play control. Two player option. Passwords. Playback mode with movable camera positions. Some very challenging courses.

− Limited car modifications. Michael's voice warnings can be confusing in two-player games. Unrealistically aggressive opponent drivers.

SUPER ADVENTURE ISLAND 2

Company	**Hudson Soft**
Suggested Retail Price	**$64.95**
Release Date	**November 1994**
Memory Size	**12 Megabits**
Game type	**Adventure for one player**

This mix of side-scrolling action with RPG and adventure style elements makes for a deep game that is fast-paced from moment-to-moment. This month, Power looks in on the whacky antics of this island-hopping hero.

POKA-POKA ISLAND

+ A good mix of action and adventure with puzzles, items and helpful characters.

− Like previous Adv. Island games, the theme is pretty silly. Be warned: this isn't a straight hop and bop.

UNCHARTED WATERS –NEW HORIZONS

Company	**Koei**
Suggested Retail Price	**$76.95**
Release Date	**October 1994**
Memory Size	**16 Megabits**
Game type	**Explorer's RPG for one player**

Arguably Koei's best RPG to date, Uncharted Waters—New Horizons combines the RPG depth of the original Uncharted Waters with the adventure elements of Inindo and the strategic considerations of PTO. What this makes is a vast game for players who love to immerse themselves. The economic component is particularly strong as you must trade cargoes around the world to make your fortune and build your fleet. The role you choose to play can be either male or female, and you can represent a number of nations. Interestingly, the players you don't choose to use may also show up during the course of the game as rivals or friends. From charting new ocean routes to fighting restless natives, New Horizons simulates the great age of exploration and in so doing may convert adventure fans to this more cerebral type of game.

Why, to avenge the loss of my brother on the Francos, of course.

Move Attk
Info Order
Item Flee
00800

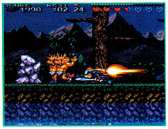
+ High seas adventure, riches and piracy—great theme! Battery backed-up memory. RPG and strategy gaming. Very deep (and we're not just talking about the ocean here.)

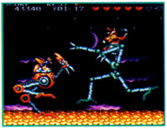
− Some dialogue sequences seem endless. Graphics leave something to be desired. Menu control not always intuitive, making patience and the manual a must.

SPARKSTER

Company	**Konami**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**8 Megabits**
Game type	**Action for one player**

Sparkster's many moves make this game much more than your average side-scrolling action title. He jumps, shoots, flies for limited distances and blasts a wide variety of enemies. Nintendo Power covers the strategies of using rocket-packs and prehensil tails in this issue.





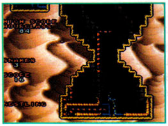
➕ Excellent graphics and play control. Good variety of play. Cool moves. Special stages with vehicles.

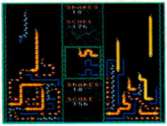
➖ Repetitious enemies. Nothing really new in theme or game play.

WILD SNAKE

Company	**Spectrum Holobyte**
Suggested Retail Price	**$49.00**
Release Date	**November 1994**
Memory Size	**4 Megabits**
Game type	**Puzzle for one or two players**

As previously reported in Power, Wild Snake was developed by Bullet-Proof Software although Spectrum is publishing the title under its new Alexi Pajitnov Introduces label. The creator of Tetris helped in the development of Snake, and you'll feel the same sense of mental-captivation with this game. Power covers both the Super NES and impressive Super Game Boy versions of the game this month.





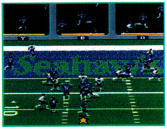
➕ Challenging and very addictive like Tetris. Eight grid shapes. Four backgrounds.

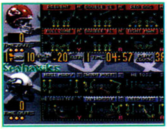
➖ Game progresses slowly.

MADDEN NFL '95

Company	**EA Sports**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**8 Megabits**
Game type	**NFL football for up to five players**

The Madden series of football games returns for its fourth season on the Super NES with some excellent new options. The biggest change may be that rosters are included for the first time, allowing players the ability to make substitutions, which is vital because EA Sports also included 100 injuries in this game. The field view is slightly modified from previous year's games and the playbooks have been updated and improved. The battery-backed up memory is a long overdue improvement.





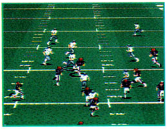
➕ 44 player rosters and injuries. Battery backed-up memory. Good graphics and play control. New rules included.

➖ Actual players are not included, just numbers. The character graphics don't look quite as sharp as Madden '94.

ESPN SUNDAY NIGHT NFL

Company	**Sony**
Suggested Retail Price	**$64.95**
Release Date	**November 1994**
Memory Size	**16 Megabits**
Game type	**NFL football for one or two players**

Chris Berman of ESPN introduces this football game featuring NFL teams and a behind-the-offense perspetive that scrolls up and down the field using the Super NES's Mode 7 graphics abilities. Check out the scouting report in this month's Sports Scene.



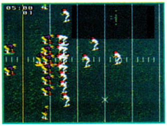
➕ Good scrolling perspective. NFL team license. Battery backed-up memory.

➖ Difficult passing play control. No multi-player adapter option or instant replay.

NCAA FOOTBALL

Company	**Mindscape**
Suggested Retail Price	**$69.95**
Release Date	**November 1994**
Memory Size	**8 Megabits**
Game type	**College football for up to four players**

Most of the top football schools in the NCAA including Pac 10, Big 10, Big Eight, SEC and other major conference teams are included. Sports Scene rounds out this month's football coverage with a look at this collegiate offering.



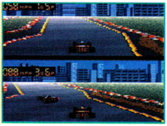
➕ Good Artificial Intelligence and real teams. Easy to play. Battery backed-up memory. Multi-player option with a multi-player adapter.

➖ Small on-field characters and overall simplistic graphics and animation. Limited options. Poor sound.

AL UNSER JR.'S ROAD TO THE TOP

Company	**Mindscape**
Suggested Retail Price	**$64.95**
Release Date	**November 1994**
Memory Size	**8 Megabits**
Game type	**Racing for one or two players**

Players can race in Go-Karts, Snowmobiles, IROCs and Indy Cars. There are three race courses for each type of vehicle and a bonus race against Al if you win all four circuits. Sports Scene takes a test drive this month.



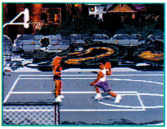
+ Easy courses and quick rewards–aimed at young players.

– Simplistic graphics in most stages plus poor animation. Not much challenge.

JAMMIT!

Company	**GTE Interactive**
Suggested Retail Price	**$69.95**
Release Date	**November 1994**
Memory Size	**16 Megabits**
Game type	**Street b-ball for one or two players**

Jammit! is a different type of showboat b-ball game. The matches are one-on-one street ball against digitized opponents with wagers on the line. Sports Scene goes down town this month.



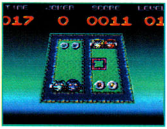
+ Unusual graphics with street appeal. The tournament includes some interesting variations on one-on-one hoops. Two-player option.

– Poor play control. Trash talk is awkward and gets old fast. (Fortunately, you can turn off the Trash Talk mode.)

BRAINIES

Company	**Titus**
Suggested Retail Price	**$49.99**
Release Date	**November 1994**
Memory Size	**4 Megabits**
Game type	**Puzzle for one**

This aptly named puzzle game requires players to move four "Brainies" about various 3-D boards with tracks where the Brainies travel. All four Brainies must be moved into their nests, but to reach the nests you'll have to move the Brainies past obstacles in the correct sequence. There is a time limit and various objects that can add to the difficulty (such as bombs) or help you out (such as the clock.) You can also earn "passes" so that you can skip brain-bending levels if you



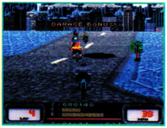
+ Fairly challenging. 101 levels. Easy to learn.

– Excitement factor is pretty low, but puzzle fans may find enough challenge to make this interesting.

CANNONDALE CUP

Company	**American Softworks**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**12 Megabits**
Game type	**Bicycle racing for one player**

The Tour de Grunge is a bicycle circuit with a truly strange field of riders. This game is virtually identical to the LifeCycle's Mountain Bike Rally, which can be played while peddaling on the LifeCycle from LifeFitness.



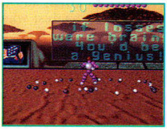
+ Only bicycle racing game. Battery backed-up memory.

– Little challenge and unrealistic animation.

BALLZ

Company	**Accolade**
Suggested Retail Price	**$59.95**
Release Date	**November 1994**
Memory Size	**8 Megabits plus DSP chip**
Game type	**3-D tournament for one or two fighters**

This intriguing fighter utilizes different sized 3-D balls to create the various fighting characters in the game. Because the program can quickly manipulate the balls at any angle, the result is a 3-D experience unlike any other you've seen. One problem with the game is that the balls are constantly flying apart and realigning themselves, which can make it difficult when you try to time your attack.



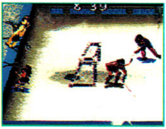
+ Very interesting perspective and a fun idea.

– Following and controlling the moves can be difficult.

STREET HOCKEY '95

Company	**GTE Interactive**
Suggested Retail Price	**$69.95**
Release Date	**November 1994**
Memory Size	**24 Megabits**
Game type	**Inline skate street hockey for up to four players**

Street hockey may be one of the hottest new sports around, but GTE Interactive doesn't do it justice in their second street style game. Like Jammit!, the game includes Trash Talking, but it also has a multi-player option if you have a multi-player adapter. There are five game options and several street locations. Sports Scene looks in on Street Hockey this month.



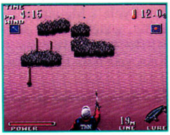
+ Interesting graphics and a four player option.

– Awkward play control.

TNN BASS TOURNAMENT

Company	**American Softworks**
Suggested Retail Price	**Not Available**
Release Date	**November 1994**
Memory Size	**12 Megabits**
Game type	**Bass fishing tournament**

With a boat, a pole, a tackle box full of lures and a lot of patience, you can enter the latest Super NES bass extravaganza. The game takes you through every step, from driving your bass boat to choosing lures to casting and reeling. About the only thing you don't get is the smell.



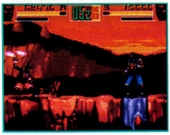
➕ The fish look good, and it's tough to get them to bite. Very realistic.

➖ Some players will find this and other bass games to be tedious.

SHAQ FU

Company	**Electronic Arts**
Suggested Retail Price	**$69.95**
Release Date	**November 1994**
Memory Size	**16 Megabits**
Game type	**Tournament fighting for one or two players**

Shaq is a force in martial arts just as he is on a basketball court, at least in this fantasy-oriented game. Shaq is the only real person pictured. The other fighters range from ghoulish to alien, and the backgrounds against which they fight are also fantastic, supernatural type locations.



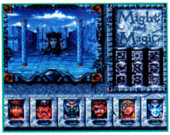
➕ A fun idea with some good graphics and animation. (Players should keep in mind that there is no basketball at all in this game.)

➖ Not a very challenging fighting game when fighting the computer. Play control isn't sharp. Small characters.

MIGHT & MAGIC III: ISLES OF TERRA

Company	**FCI**
Suggested Retail Price	**$72.99**
Release Date	**November 1994**
Memory Size	**12 Megabits**
Game type	**RPG for one wizard**

Finally, the first person perspective epic has arrived, and it offers RPG fans a vast world with countless secrets. Your party of adventurers must destroy the evil on Terra while searching for a great wizard. Fighting is pretty standard as our the races you can recruit. Where Might & Magic III scores over many other games of this sort like Dungeon Master or Capcom's Eye of the Beholder is the amount of freedom to explore and discover things.



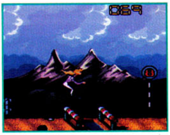
➕ Lots of exploration. Good music and graphics. Impressive depth of play. Battery backed-up memory.

➖ Interior areas difficult to navigate due to unvaried backgrounds. Standard fantasy story and characters. Some aspects of the play control are awkward.

BARBIE VACATION ADVENTURE

Company	**Hi Tech**
Suggested Retail Price	**$59.95**
Release Date	**November 1994**
Memory Size	**8 Megabits**
Game type	**Multiple activities with Barbie for one player**

When Barbie, the super doll, goes on vacation, she chooses her outfits then tries various activities like horse riding and setting up a tent. The animation is slow and stilted, making the game speed seem slow, as well. In some activities, the Controller functions are a great mystery and performing the activity becomes frustrating.



➕ Ken is nowhere to be seen.

➖ The ratings in the Now Playing chart tell the story on this one. All four categories score below average.

BEETHOVEN

Company	**Hi Tech**
Suggested Retail Price	**$29.95**
Release Date	**November 1994**
Memory Size	**1 Megabit**
Game type	**One dog action**

Beethoven the Saint Bernard rolled over the theaters of America, but video game players demand more than a title. Hi Tech delivers a large, lumbering, hairy dog. This is not a Super Game Boy enhanced title.

➕ He was a great composer in spite of being deaf.

➖ Very slow play control response. Uninspired game design.

SPACE INVADERS: THE ARCADE GAME

Company	**Nintendo**
Suggested Retail Price	**$29.95**
Release Date	**November 1994**
Memory Size	**4 Megabits**
Game Type	**Classic arcade for one or two players**

Taito, Space Invaders was purchased by Nintendo and dropped back into development. What reemerges for this fall is a Super Game Boy game that also includes a full-color Super NES game program, as well. For a closer look, turn to this month's Power review.

➕ Both Super Game Boy and Super NES games in one Game Pak. Classic Space Invaders never looked or played so good.

➖ This early video game hit doesn't have the flash and excitement of today's more sophisticated programs.

CONTRA: THE ALIEN WARS

Company	Konami
Suggested Retail Price	Not Available
Release Date	November 1994
Memory Size	1 Megabit
Game type	Super Game Boy action for one player

The Contra series continues with the second Game Boy battle against invading aliens. This is side-scrolling action that never slows down. Bullets fly as thick as hail, but you can pick up plenty of powered-up weapons. You can also pick up some survival tips in this month's review.

+ Good challenge and lots of action.

− No Super Game Boy border. Poor sound. Control response seems slower than Operation C.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
AL UNSER JR'S ROAD TO THE TOP	MINDSCAPE	2P-S	2.9	3.3	3.1	3.1	RACING
BALLZ	ACCOLADE	2P-S	3.3	2.9	3.0	3.3	TOURN. FIGHTING
BARBIE VACATION ADVENTURE	HI-TECH	1P	2.6	2.9	2.2	2.8	ACTION
BRAINIES	TITUS	1P	3.0	3.2	3.1	3.0	PUZZLE
CANNONDALE CUP	AM. SOFTWORKS	1P/BATT	2.8	2.4	2.4	2.6	BICYCLE RACING
DONKEY KONG COUNTRY	NINTENDO	2P-A/BATT	4.9	4.1	4.6	4.4	ACTION ADVENTURE
EARTHWORM JIM	PLAYMATES	1P	4.4	3.3	3.7	3.9	ACTION ADVENTURE
ESPN SUNDAY NIGHT NFL	SONY	2P-S/BATT	3.0	2.6	2.9	2.9	FOOTBALL
INDIANA JONES' GREATEST ADVENTURES	JVC	1P/PASS	3.8	3.4	3.5	3.4	ACTION ADVENTURE
JAMMIT!	GTE INTERACTIVE	2P-S	3.4	2.0	2.6	3.0	BASKETBALL
MADDEN NFL '95	EA SPORTS	5P-S/BATT	3.1	3.1	3.4	3.0	FOOTBALL
MICHAEL ANDRETTI'S INDY CAR CHALLENGE	BPS	2P-S/PASS	3.6	3.2	3.4	3.1	RACING
MIGHT & MAGIC III	FCI	1P/BATT	3.6	2.4	3.3	3.3	RPG
NBA LIVE '95	EA SPORTS	5P-S/BATT	3.6	3.2	3.9	3.4	BASKETBALL
NCAA FOOTBALL	MINDSCAPE	4P-S/BATT	2.9	3.1	2.9	3.0	FOOTBALL
SHAQ FU	ELECTRONIC ARTS	2P-S	3.3	2.7	2.7	2.9	TOURN. FIGHTING
SPARKSTER	KONAMI	1P/PASS	3.5	3.3	3.2	3.2	ACTION
STREET HOCKEY '95	GTE INTERACTIVE	4P-S	2.8	2.6	2.9	2.6	STREET HOCKEY
SUPER ADVENTURE ISLAND 2	HUDSON SOFT	1P/BATT	3.5	3.4	3.2	3.3	ADVENTURE
TNN BASS TOURNAMENT	AM. SOFTWORKS	1P/BATT	3.1	2.9	3.1	3.2	FISHING
UNCHARTED WATERS—NEW HORIZONS	KOEI	1P/BATT	3.1	3.7	3.4	3.8	STRATEGY RPG
WILD SNAKE	SPECTRUM HOLOBYTE	2P-S	2.9	3.1	3.2	3.1	ACTION PUZZLE

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
BEETHOVEN	HI-TECH	1P	2.9	2.4	2.6	2.8	ACTION
CONTRA: THE ALIEN WARS	KONAMI	1P	3.4	3.4	3.3	3.1	ACTION
SPACE INVADERS: THE ARCADE GAME	NINTENDO	2P-S	2.1	3.2	2.6	2.7	ARCADE

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

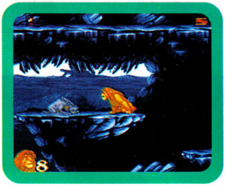
A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH

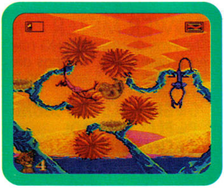
DISNEY'S THE LION KING

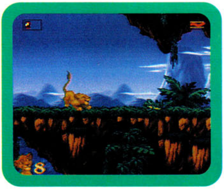
VIRGIN INTERACTIVE

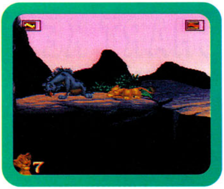
Disney's The Lion King movie may have spawned a million licensed products—enough to make even a lion lose his appetite—but there's one licensed product that this Pak Puma couldn't keep his paws off of. The Super NES version of The Lion King has something for every video game fan or movie buff alike. Two months ago we showed our Pak Peekers a glimpse of the game and told them about the 2000 cels of animation that Disney artists created for this game. As impressive as the graphics and game play are, however, there's another aspect of the game that stands out from the pack.



In our first look at the Super NES version of The Lion King, we didn't have a chance to compare it side-by-side to the Genesis version. In most other respects, the Super NES and Genesis games were similar because Virgin used the same character animation in both games. But in the sound category, the difference is staggering. In the Super NES version, you'll receive the full, rich, symphonic sound of the movie, including vocals in some selections. This is possible because the Super NES makes use of actual sampled sounds (such as real instruments and voices) and reproduces them in 16-bit stereo clarity. The result is that the sound effects and music help recreate the atmosphere of the movie and add depth to the game play experience. In comparison, the Genesis version has only flat, synthesized sound because it is limited by the Genesis' 8-bit audio processor, and there are no vocals. If you have a choice, the Super NES version wins in every category, but the big winners are the players due to the exceptional sound reproduction. This Pak Listener is encouraged that more and more developers like those on the co-production teams at Virgin and Disney who worked on the Super NES version of The Lion King are taking the time to give players the quality they deserve. Graphics are important, but other game elements can add just as much to the gaming experience.





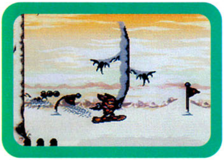


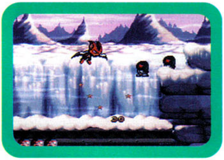
AERO THE ACROBAT 2

SUNSOFT

The flying rodent is back and just as cool as ever. In Aero's second adventure, he finds himself warped to a weird world by entering a magic box. Arch-villain Edgar Ektor is certainly behind it, but you'll have many stages of diving and drilling action before you find out for sure. Aero 2 has the same great graphics and music of the first game, and it also has the same unusual attack mode that is difficult to get used to. The variety of play is exceptional, as in the first game, with Aero puzzling his way through large stages filled with as many cool gadgets as enemies. There's also an added bonus—a shell game with Ektor, in which you guess which cup the golden Aero is beneath. Although Aero may not be for everyone, this Pak Bat thinks it's definitely worth a play.

AERO THE ACROBAT 2

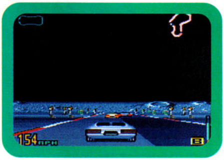


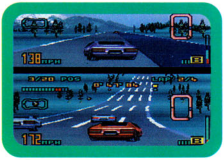


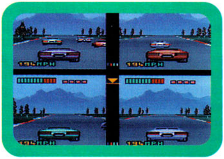
TOP GEAR 3000

KEMCO

Top Gear 3000 blasts into outer space with a futuristic racing game that combines many features of the previous hit titles in the Top Gear series. The first thing that this Pak Gearhead noticed was that Earth was left behind for a tournament of races on alien planets. The fact that most of the planets looked pretty Earth-like diminished the effect, and there weren't any of the wild interstellar characters of Rock 'N Roll Racing. Where the new game scores over the older versions is that there is a multi-player option for up to four drivers if you have a multi-player adapter. Unlike Ubi Soft's Street Racer, which also has a four-player mode, Top Gear 3000 divides the screen into square quarters rather than making four thin slices for each driver's viewing window. In the tournament mode, you can win big money prizes, then turn the cash into better engines, boosters and other parts.



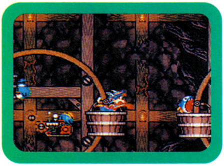


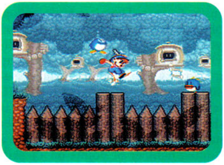


ARDY LIGHTFOOT

TITUS

When your Pak Player first plugged in a version of Ardy Lightfoot almost two years ago, not only was the game far from finished, it was also the property of ASCIIware. Now, the game is complete and it's being brought to you by Titus. The game features excellent graphics and a variety of play that exceeds most standard action games. It's a bit strange, too. For instance, Ardy has a spring-loaded tail. He also has a little companion, Pec, whom he uses to throw at enemies...what a friend! Ardy's quest is to collect seven pieces of the rainbow in 17 areas while the evil Visconty tries to do the same thing. Look for Ardy around January.

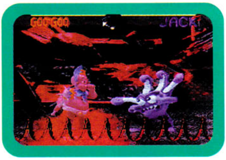


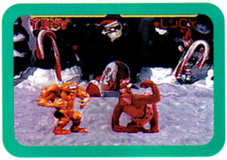


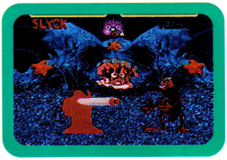
C2: JUDGMENT CLAY

INTERPLAY

Get ready to thrash with Frosty, Tiny, Blob, Nana, Octo, Lucy, Goo Goo, Hoppy, Kanga and their nine evil counterparts in C2: Judgment Clay also known as Clay Fighter 2. Interplay's latest comic fighting game has mainly new characters, improved graphics and animation and a slough of options, but the most fun is still to be had with two players squaring off. Although most of the characters and their moves are cool, few have the appeal of characters in the original Clay Fighter like Blue Suede Goo and Hilda. For Clay fans that just can't get enough, there will even be a TV show in the fall of '95 featuring Interplay's comical molded characters.



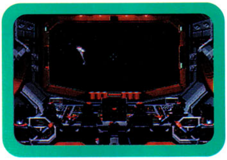


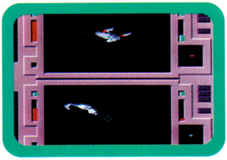


STAR TREK: STAR FLEET ACADEMY

INTERPLAY

Remember the Kobiashi Maru? Every Star Fleet cadet worth his or her stripes has had to command the doomed ship in the ultimate test of character. Interplay's Star Trek: Star Fleet Academy puts you into the training simulator for just such a test. The many missions, which include The Wrath of Khan and Undiscovered Country, seem more real than any previous Star Trek license. Once you're in the simulator, you'll find yourself commanding a Star Fleet vessel, or possibly an alien vessel, like a Klingon or Romulan ship. You'll have control of all ship systems including weapons, navigation, communications and engineering. The interface is the best Star Trek bridge simulation ever—far better than the awkward bridge control that met Trekkers aboard Spectrum Holobyte's Star Trek: The Next Generation. On the other hand, Star Fleet Academy lacks the character adventure elements of Star Trek: The Next Generation, which was that game's strength. Instead, Star Fleet Academy really feels like a simulation game. It even includes a two-player battle mode. Most surprising of all, however, is in this day and age of 16, 24 and 32 megabit games, Star Fleet Academy packs some of the best sci-fi graphics and gaming into a seemingly tiny four megabits. When can you go star-hopping? Look for it by late December or January.

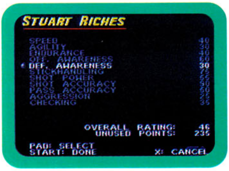




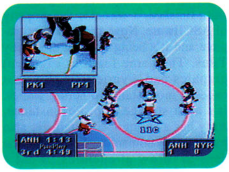
NHL '95

EA SPORTS

The latest reincarnation of EA Sports' hit hockey game will take to the ice this fall when NHL '95 arrives. What's new? First off the game contains the NHLPA license and '93-'94 roster listings. There's a trade option, player creation mode so you can load your team with stars, team and individual stats and a battery backed-up memory. Other features include season play, instant replays, all NHL teams and logos. The Make Player is the coolest of the new options. After naming your rookie, you can expend a limited number of points on 11 skill categories including speed, agility, endurance, shot power, aggression, stick handling and checking. You can create a balanced player, a speedy offensive star or a solid goalie. On the ice action feels pretty similar to previous incarnations of this game, which means that it's the best around.



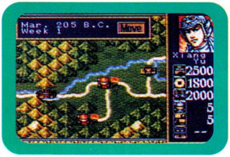
```
STUART RICHES

  SPEED                                40
  AGILITY                              30
  ENDURANCE                            40
  OFF. AWARENESS                       60
• DEF. AWARENESS                       30
  STICKHANDLING                        75
  SHOT POWER                           55
  SHOT ACCURACY                        90
  PASS ACCURACY                        50
  AGGRESSION                           25
  CHECKING                             35

              OVERALL RATING:          46
                 UNUSED POINTS:       235

PAD: SELECT
START: DONE                     X: CANCEL
```

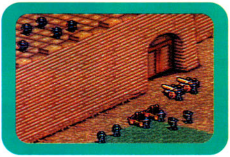


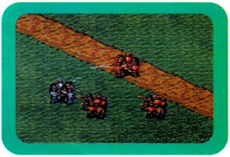
RISE OF THE PHOENIX

KOEI

Koei is breaking the mold and redefining what a strategic role playing game should be. The recent Uncharted Waters: New Horizons was the first step, but the next step may be even more dramatic with Rise of the Phoenix. The game, currently in development, will be based loosely on the Romance of the Three Kingdoms series. Again, the main characters are Chinese rulers of long ago, but in this case there are two main rivals rather than a dozen. In fact, the game is meant to be played as a two-player strategy game. What's beyond Rise of the Phoenix is even more exciting. Koei, like Square and Enix before it, has decided to enter the realm of true adventure games along the lines of The Legend of Zelda. The first title for Koei will be Brandish, due out in March of '95. Described as Secret of Mana-like, Brandish has an overhead view, lots of exploration and hands-on combat. This Pak Adventurer can't wait. But that isn't all. Perhaps just as big is the announcement of Koei's interstellar strategy game. It hasn't been named yet, but this game of galactic conquest will feature fleets of ships that are used to expand vast empires. This type of game has enjoyed lots of success on PCs with Masters of Orion and Planets VGA, but this will be the first time that such a game has been created for the Super NES, and it's long overdue.



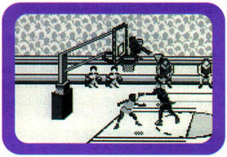




NBA JAM

ACCLAIM

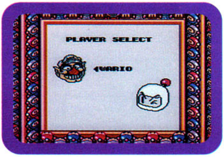
The b-ball arcade hit of last year comes to the Game Boy in a surprisingly sophisticated rendition. The most impressive part of this game is that the graphics are clear and the play control is solid. Most previous hoopsters for the little screen haven't excelled in either area. It's not a Super Game Boy enhanced pak, but this Pak Passer didn't really mind. The lack of a two-player Game Link option, however, was a mistake. Still, the action rips with the NBA's hottest stars and unbelievable super shots. It certainly won't replace the Super NES version, or the upcoming Tournament edition which Acclaim is bringing out in '95, but for on-the-go gaming, this NBA Jam is a winner.

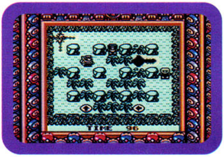


WARIO BLAST: FEATURING BOMBERMAN

NINTENDO

If this game looks familiar, it's because it is a revamped, Super Game Boy version of Bomberman with the addition of Wario. This is truly a Bomberman game, which means that it's fun enough to keep players bombing for hours at a time. The idea is that you run around bombing obstacles and enemies while trying to remain outside the range of other bombs. It's tougher than it looks. Wario Blast also has the added challenge of play fields that scroll on the one-player games. That opens up a lot of strategic possibilities that no previous Bomberman game had. Wario Blast also features a four-player mode for players with a multi-player adapter for the Super NES and a Super Game Boy. This Pak Bomber has to go on record one more time as saying that you haven't lived until you've played a four-player round of Bomberman. As for Wario, he adds a certain comic feel to the game that the helmeted Bomberman lacked, but if you're a purist, you can also play with Bomberman himself. In short, Wario Blast is the best of both worlds, Game Boy, Super NES, Bomberman and Wario. You get it all, and lots of fun.



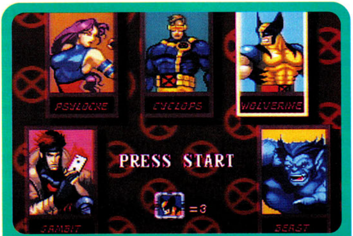


PAK WATCH UPDATE

Acclaim Entertainment continues to make major moves that will ensure a hot lineup of new game licenses. The most recent announcements from Acclaim reveal a deal with **Warner Bros.** that will make use of Acclaim's motion capture technology in the upcoming feature, *Batman Forever*. According to Acclaim, this is the first time that a technology pioneered in video games has been used in a motion picture. Although we don't know what special effects will be created for Warner, the deal also gives Acclaim the rights to the Super NES game, which should share some of the same special effects as the movie. Other moves by Acclaim include the purchase of **Voyager**, one of the largest comic book publishers in the country, and the purchase of a minority interest in **Digital Pictures**—a software company that is pioneering technologies that compress video imagery and speed up response times of on-screen video characters.

If there's one thing that makes a video game come alive, it's being able to play against another person. The *Catapult* modem for the Super NES will allow players to take on all comers, even if they live across the country. So how does the Catapult work? A player calls up the Catapult access line using the modem and specifies the game he or she wants to play. They can set it up to play against a specific player (who must also be online) or compete against players of a specific skill level. The system should work with any two-player game such as Super Street Fighter II, Mortal Kombat II or NBA Jam. Catapult estimates the monthly service charge for access should be less than $10. Very cool!

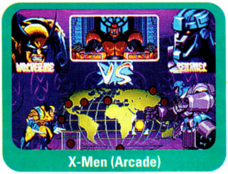
Speaking of cool, one of the hottest comic cast of characters in history is coming to the arcade soon from **Capcom.** The *X-Men* arcade game features the super heroes and villains made famous in comic books and TV. This is a tournament fighter, unlike the *X-Men: Mutant Apocalypse* for the Super NES, which is due out this winter.



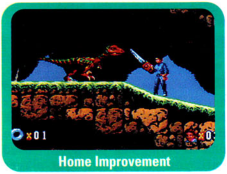
X-Men: Mutant Apocalypse

Also due for release this winter is *Break Thru*, a puzzle game from **Spectrum Holobyte** with a difference. Instead of starting with an open area that fills up with tetrads, Dr. Mario's vitamins or whatever, you start with a filled area that you must empty. Sure, it sounds easy, but reducing the final rubble pile at the bottom can take just as much cunning as flipping your tetrads to form a line in Tetris. A time limit adds to the challenge.

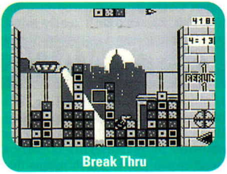
You can challenge some of the best pro athletes this month in a multi-city event sponsored by **Mindscape** and the **Make-A-Wish Foundation**. On November 19th, Mindscape will have play stations with its new *NCAA Football,* and pros on hand to play against you. For the



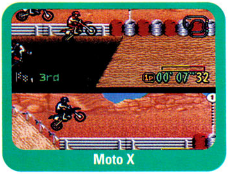
X-Men (Arcade)



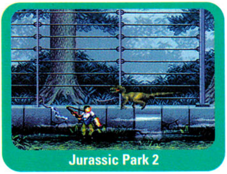
Home Improvement



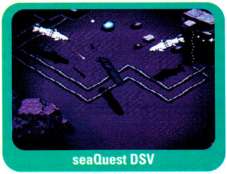
Break Thru



Moto X



Jurassic Park 2



seaQuest DSV

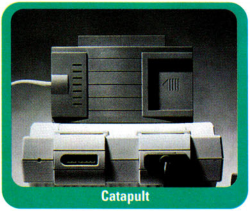
event closest to you, check the following list of suburban locations: North Point Mall, Alpharetta, GA; Lincolnwood Town Center Mall, Lincolnwood, IL; Town East Mall, Mesquite, TX; Smith Haven Mall, Lake Grove, NY; King of Prussia Mall, King of Prussia, PA; Wonderland Mall, Detroit, IL; Town & Country Shopping Mall, Houston, TX; Vallco Fashion Park, Cupertino, CA; Del Amo Fashion Center, Torrance, CA; Fashion Center at Pentagon City, Arlington, VA.

What's new on the licensing front? **Capcom's** *Mega Man* is on the tube this fall. Tim Allen's *Home Improvement* from **Absolute** has finally been nailed down for its release next month. **Hi Tech** has landed the *Casper* license, based on Spielberg's upcoming movie and the license for *Apollo 13* with Tom Hanks. Hi Tech is also coming out with a football game for young players called *Team NFL Heroes*, which features diminutive players and simple plays. Also on the tiny sports scene is **T*HQ,** which has reached an agreement with EA to expand its licensing of **EA** titles for Game Boy. In addition to *Madden '95*, T*HQ will be publishing *Michael Jordan's Chaos in the Windy City* and *Shaq Fu* plus a full line of **EA Sports** offerings. Pak Watch also received the finished *seaQuest DSV* from T*HQ, and it looks A-OK, as you can see. Oh, and what discussion of monster licenses would be complete without mentioning **Ocean's** *Jurassic Park 2*. In this loosely adapted Super NES game, you'll find yourself on a wild dino hunt through the jungle and other areas. Armed with an incredible array of weapons, you'll blast everything that moves and probably still get munched by a raptor. Ocean felt the Jurassic Park license needed more action and they gave it to you in a double serving.

This Pak Tracker was recently carried back to the early days of the NES when an Excitebike look-a-like for the Super NES showed up. *Moto X* from **Trimark** slaps you down on brutal cross-country courses with hills, jumps, pits, obstacles and over-heating engines. The game scrolls sideways like the classic Excitebike, but the graphics were considerably better.

In other time warp news, *Time Cop* from **JVC** doesn't look like it will make it out by the end of the year. Look for it in February or March. *Tarzan* from **Gametek** has also been delayed until early 1995. **Accolade** has updated its Brett Hull game with *Brett Hull Hockey '95*, due out in January. And **Namco** is working on *Pac In Time*, another adventure for the timeless Pac Man.

Your Pak Hunter has been patiently stalking the *VR 32*—Nintendo's new 32-bit technology—and has managed to catch up to it at the Shoshinkai video game exposition in Tokyo. Next month, we'll have the first close up look at this amazing new game system.



Catapult

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
Addams Family Values	Fall '94
The Adventures of Batman & Robin	Fall '94
Aero Fighter	Fall '94
Aero The Acrobat 2	Fall '94
Ardy Lightfoot	Winter '95
Battletech	Fall '94
Beavis And Butthead	Fall '94
Brutal: Paws of Fury	Fall '94
C2: Judgment Clay	Winter '95
Captain Commando	Fall '94
Civilization	Fall '94
Deep Space Nine	Fall '94
Demon's Crest	Fall '94
Dragon View	Fall '94
FireTeam Rogue	Fall '94
Future Zone	Winter '95
The Great Circus Mystery Starring Mickey and Minnie	Fall '94
Guts	Fall '94
Juggernauts	Winter '94
Kid Klown In Crazy Chase	Fall '94
Knights of Justice	Winter '95
The Lion King	Fall '94
Michael's Adventure: Chaos In The Windy City	Fall '94
Mickey Mania	Fall '94
NCAA Final Four Basketball	Winter '95
NHL '95	Fall '94
Pitfall: The Mayan Adventure	Fall '94
Rise Of The Phoenix	Winter '95
Rise Of The Robots	Winter '95
Robo Trek	Fall '94
Samurai Shodown	Fall '94
seaQuest DSV	Fall '94
Sparkster	Fall '94
Star Trek: Star Fleet Academy	Winter '94
Street Racer	Fall '94
Super Adventure Island II	Fall '94
Super Bomberman II	Fall '94
Super Return of the Jedi	Fall '94
Tarzan	Winter '95
Tin Star	Fall '94
Top Gear 3000	Winter '95

GAME BOY

Madden '95	Fall '94
NBA Jam	Winter '95
Race Days	Fall '94
seaQuest DSV	Fall '94
Star Trek: Generations	Fall '94
Taz-Mania: Christman Island Capers	Fall '94
Wario Blast	Fall '94

NES

Wario's Woods	Fall '94

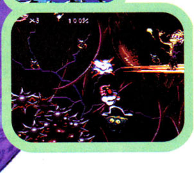
COMING IN DECEMBER, VOLUME 67

NEXT ISSUE

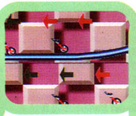
EARTHWORM JIM™

part 2

THIS GAME IS SO HOT, WE'RE COVERING IT A SECOND TIME! THIS TIME EARTHWORM JIM FACES SOME OF THE TOUGHEST ENEMIES IN THE LATER STAGES OF THE GAME. DON'T MISS OUT!!



Zero the
Kamikazee Squirrel



Uniracers

Super Return of the Jedi

SPECIAL FEATURES

VR 32 Update
Catch the virtual scoop on Nintendo's top secret project.

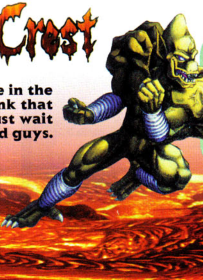
Final Fantasy III part 3
Don't miss the latest installment on this awesome RPG!

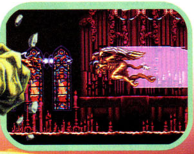
Mickey Special
The famed mouse stars in two different games next month.

Super Game Boy Winners
Remember the Frame-It contest? The best are here next month.

Demon's Crest

All heck is breaking loose in the nether world. If you think that the bad guys are evil, just wait until you meet the good guys.

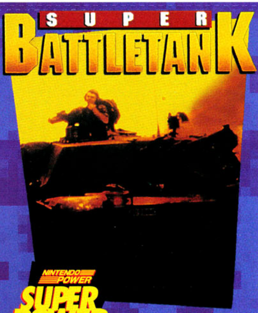




POWER CHALLENGE TRADING CARDS

SUPER STREET FIGHTER 2:
THE NEW CHALLENGERS

BREAKTHRU!


SUPER
BATTLETANK

SUPER BATTLETANK

KIRBY'S
ADVENTURE

JOE & MAC 2
LOST IN THE TROPICS

JOE & MAC 2:
LOST IN THE TROPICS

PREHISTORIK MAN

NINTENDO POWER SUPER POWER CLUB

POWER CHALLENGE TRADING CARDS

POWER CARD #138

SUPER BATTLETANK™

DESCRIPTION *You've got them on the run, can you finish the mission? You are alone in the desert with just your wits and a fully armed M1 tank to rely on. With laser guided shells and smoke screens, you have to defeat Scud Launchers, helicopters, and enemy tanks!*

CHALLENGE *Finish the first mission without using:*

Novice: *Laser Guided Shells*

Intermediate: *Laser Guided Shells & Smoke Screens*

Pro: *Laser Guided Shells, Smoke Screens, & 120mm Shells*

SYSTEM: *Game Boy*
GAME TYPE: *War Simulation*
# OF PLAYERS: *1*
RELEASED: *3/94*
COMPANY: *Absolute Entertainment Inc.*

™ & © 1994 Absolute Entertainment Inc.

POWER CARD #142

BREAKTHRU!™

DESCRIPTION *From the mind of Alexey Pajitnov comes BreakThru! Instead of creating lines to disappear, you have to make the created patterns disappear! A new twist on a classic title, BreakThru! will have you playing and playing and playing....*

CHALLENGE *Timed game: How much time can you have left on the timer after you have cleared the screen?*

Novice: *10 seconds*

Intermediate: *30 seconds*

Pro: *1 minute*

SYSTEM: *Game Boy*
GAME TYPE: *Puzzle*
# OF PLAYERS: *2*
RELEASED: *11/94*
COMPANY: *Spectrum HoloByte*

Tetris® and ©1987 Elorg, BreakThru © 1994 Spectrum HoloByte, Inc. BreakThru is a trademark of Spectrum HoloByte, Inc.

POWER CARD #133

SUPER STREET FIGHTER 2: THE NEW CHALLENGERS™

DESCRIPTION *Fei Long, Cammy, Dee Jay, and T. Hawk want a crack at M. Bison. Along with exciting new fighters, there are new options and graphics that are even better than the original. New locations and challenges await—can you whip these new competitors into shape?!*

CHALLENGE *Using any character in the Time Challenge, how fast can you beat M.Bison?*

Novice: *45 Seconds*

Intermediate: *25 Seconds*

Pro: *18 Seconds*

SYSTEM: *Super NES*
GAME TYPE: *Street Fighting*
# OF PLAYERS: *2*
RELEASED: *7/94*
COMPANY: *Capcom*

™ & © Capcom Co. Ltd 1991, 1993, 1994 ™&© Capcom USA, Inc. 1991, 1993, 1994

POWER CARD #151

PREHISTORIK MAN™

DESCRIPTION *For Prehistorik Man it is always lunchtime! Armed with a club and an appetite, he's out to fill his empty stomach. In a time when dinosaurs ruled the Earth, one man may have bitten off more than he can chew!*

CHALLENGE *How far can you go on only 1 man?*

Novice: *1 Level*

Intermediate: *3 Levels*

Pro: *5 levels*

SYSTEM: *Game Boy*
GAME TYPE: *Action*
# OF PLAYERS: *1*
RELEASED: *11/94*
COMPANY: *Titus*

© 1994 Titus

POWER CARD #135

JOE & MAC 2: LOST IN THE TROPICS™

DESCRIPTION *It's up to Joe and Mac to save their caveman village once again. Gork has stolen the Crown from the village and it falls to Joe and Mac to get it back! Travel the countryside fighting an assortment of prehistoric bad guys on your way to Gork and the Crown.*

CHALLENGE *How many hearts can you finish the Stegosaurus with?*

Novice: *One heart left*

Intermediate: *Three hearts left*

Pro: *All five hearts left*

SYSTEM: *Super NES*
GAME TYPE: *Action*
# OF PLAYERS: *2*
RELEASED: *5/94*
COMPANY: *Data East*

™ & © 1993 Data East Corporation

POWER CARD #147

KIRBY'S ADVENTURE™

DESCRIPTION *Puffy and plump, Kirby doesn't look like much at first glance. But watch out, get too close and his amazing suction ability will make short work of anyone who gets in his way while he tries to retrieve the seven pieces of the Star Rod. Able to use his enemy's tricks for his own benefit, Kirby is one tough cream puff!*

CHALLENGE *Finish the game with 100% using only:*

Novice: *20 Kirbys*

Intermediate: *15 Kirbys*

Pro: *7 Kirbys*

SYSTEM: *NES*
GAME TYPE: *Action*
# OF PLAYERS: *1*
RELEASED: *5/93*
COMPANY: *Nintendo*

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BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien^3 (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park(NES), King's Quest V.

Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N' Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.

Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.

Volume 55 (Dec. '93): Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.

Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.

Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No-Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's The Jungle Book (NES)

Volume 60 (May '94): Super Metroid, The King of Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94):: Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Disney's The Jungle Book (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of The Rings-Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robocop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), Mighty Morphin Power Rangers (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch-Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), PacMan 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

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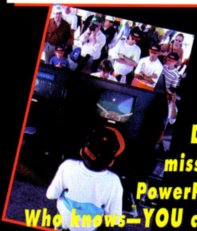

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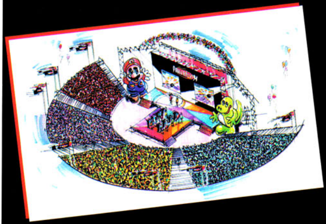

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Mortal Kombat II
explosive giving

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open at your own risk

WWF Raw
stocking stuffer from space

Spider-Man & Venom: Maximum Carnage
webbed wrapping

The Lion King
roaring keeper

Mickey Mania
classic hits

Demon's Crest
for lucky devils

Super Return of the Jedi
get the force

NBA Live '95
slam dunk

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